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ABSTRACT

Successful bilingual education requires good teaching in both languages. For many years northern Canadian educators have wrestled with the difficulties of teaching English with inappropriate commercial materials from the south. These units were developed by the Department of Education using the Language Development Approach, which is seen as the most effective and efficient method to teach English-as-a-Second Language/dialect (ESL/D) students. The guidebook contains teacher's notes, resources, initial assessment activity, lesson plans, culminating activities, evaluation activities, poems, songs, and stories. Lesson topics include living/nonliving things, appearance and behavior, animal homes, food, life cycles, people, and land animals. Interdisciplinary activities for each unit are provided. Each lesson includes a list of English vocabulary, sentence patterns, and concepts developed in the lesson; special materials required; concept development/language exposure; language practice; and applications. (KR)

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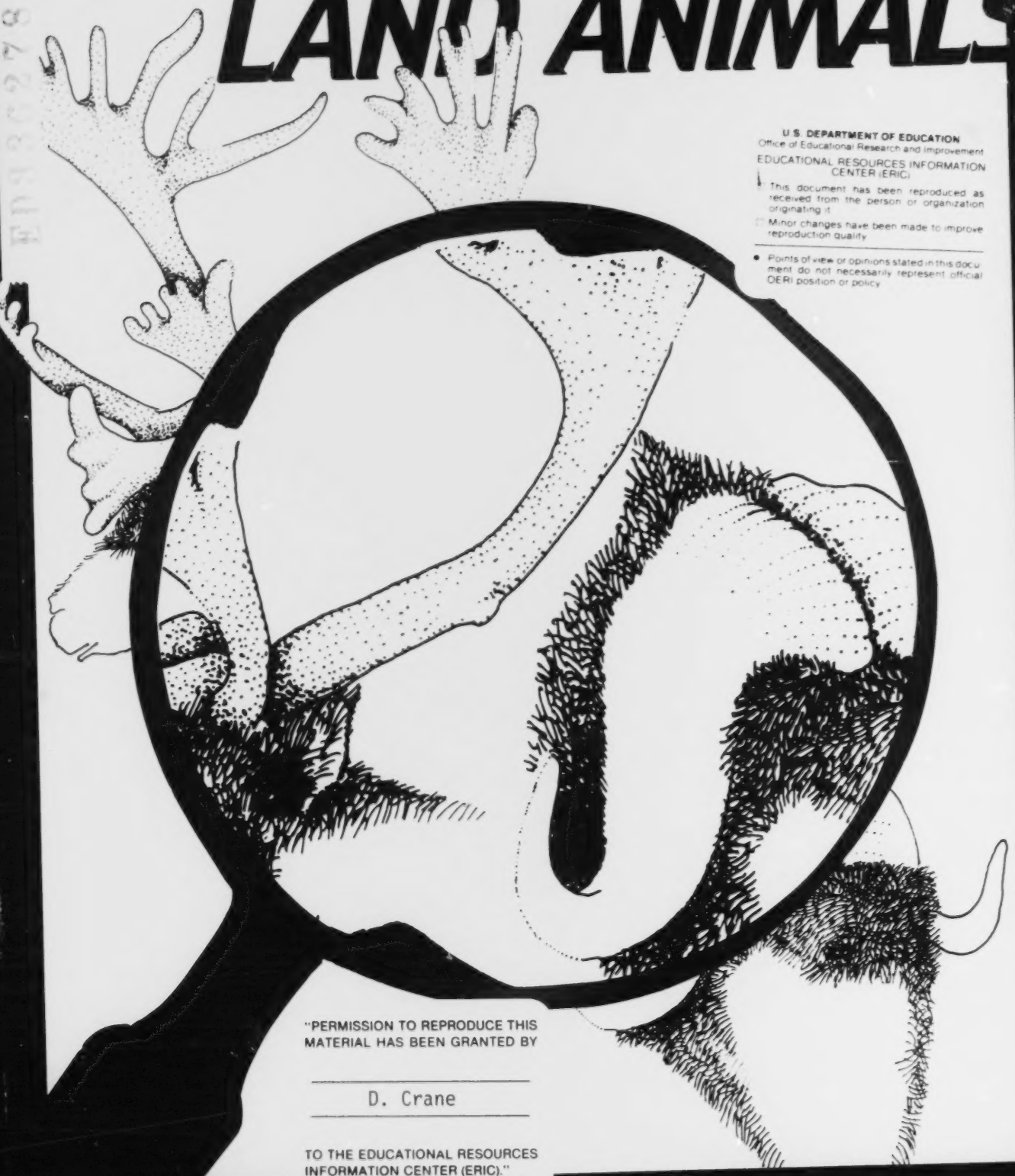
Arctic LAND ANIMALS



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Arctic Land Animals

A Language Development Unit for Science
Life and the Environment
Living/Non-living Things

Grade One

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SCHOOL PROGRAMS
DEPARTMENT OF EDUCATION
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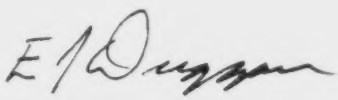
1985

FOREWORD

Parents, educators, and students themselves all recognize the importance of language in the school curriculum. In order to have appropriate language programming, students need to have their experiences, skills, knowledge, and particularly, the language they bring to school identified and used as the basis for the program. Language programs should begin with and build upon these strengths. Where a child is dominant in a language other than English, he should be taught in that language. In many communities in the N.W.T., that means that the language of instruction should be Inuktitut or one of the Dene languages. Students in these communities need to gradually learn English as a second language. In instances where students speak a dialect of English upon school entry, the school's role is to respect and make use of the language the students bring. The school program should also help those students extend their English proficiency by learning the language used in varied communication situations and the language necessary for success with the academic curriculum. The aim of language instruction, where applicable, and where possible, is to produce bilingual students.

Successful bilingual education requires good teaching in both languages. For many years northern educators have wrestled with the difficulties of teaching English with inappropriate commercial materials from the south. Teachers have been requesting assistance with how to most efficiently and effectively teach English as a second language/dialect. The Department of Education has determined that the Language Development Approach is the most suitable way to meet the needs of ESL/D students. The Department has developed these units for teachers to use in their classrooms. The Department therefore expects teachers to implement these units unless they can identify and justify to their Superintendent something more appropriate for their students.



Ed Duggan
Assistant Deputy Minister
School Programs

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Topic A - Living/Non-living Things

1. What are the characteristics of living things?
2. What are the characteristics of non-living things?
3. What do living things need to survive?
4. Are land animals living or non-living things?

Topic C - Animal Homes

1. Where do land animals live?
   - den
   - lodge
   - hole
   - burrow
   etc
2. Why do some land animals live in different places at different times?

Topic E - Life Cycle

1. What is the life cycle of a land animal? i.e., born alive, grow, reproduce, die
2. Do all land animals resemble their parents at birth?
3. How do land animals care for their young?
4. What are the offspring of land animals called?

GENERAL CONCEPTS- UNIT OVERVIEW

ARCTIC LAND ANIMALS

Topic B - Appearance and Behaviour

1. How are land animals alike? How are they different?
   - physical appearance
   - ways in which they move and react
   - ways in which they communicate

Topic D - Food

1. What foods do land animals eat?
2. How do land animals get their food?

Topic F - People and Land Animals

1. How does the existence and behaviour of man affect the well-being of land animals?
2. How does the existence and behaviour of land animals affect the well-being of man?

HOW TO TEACH THE ARCTIC LAND ANIMALS UNIT

How does the topic **Arctic Land Animals** relate to the curriculum?

The Elementary Science Program (1-3 and 4-6, 1985) contains several themes which include concepts related to animals. The following chart shows how the topics outlined on the Unit Overview sheet and the lessons in this unit relate to the concepts suggested in the curriculum guide.

Curriculum Guide	Unit
1.1 Living and Non-living Objects	
1. Objects are living or non-living on the basis of the following characteristics: - need/don't need food and water - grow/don't grow - reproduce/don't reproduce - die/don't die	Topic A - Living/Non-living Things Lessons: Living/Non-living Things Needs of Living Things
2.1 Properties of Living Objects	
1. Objects can be classified as living or non-living.	Topic A - Living/Non-living Things Lessons: Living/Non-living Things Needs of Living Things
2. Living things can be classified according to properties.	Topic B - Appearance and Behaviour Lessons: Appearance of Land Animals
3. Plants differ from animals in specific ways relative to how they obtain food, how they react to stimuli, how they move, and how they reproduce.	Topic D - Food Lesson: The Animals' Picnic
5. Animals live in many different habitats within an environment.	Topic C - Animal Homes Lesson: Where Do You Live?
6. Some animals reproduce young which resemble their parents. Other animals do not resemble their parents until mature.	Topic E - Life Cycle Lessons: Baby Animals
7. Plants move in response to stimuli whereas animals have locomotion.	Topic B - Appearance and Behaviour Lesson: What Can You Do?
3.1 Populations	
2. The place of a population is its habitat.	Topic C - Animal Homes Lesson: Where Do You Live?

LANGUAGE DEVELOPMENT/SCIENCE UNITS

SCIENCE THEME	GRADE/YEAR		
	1	2	3
LIFE AND THE ENVIRONMENT*	- - - - - - - - - LIVING/NON-LIVING THINGS - - - - - - - - -		
	Arctic/Sub-Arctic Land Animals	Birds	Marine Mammals
	- - - - - - - - - - - - - PLANTS - - - - - - - - - - - - -		
	- - - - - - - - - - - - POPULATIONS - - - - - - - - - - - -		
	Polar Bears/Bears	Dinosaurs	Fish
MATTER AND ENERGY	Popcorn	Magnets	Water
	- - - - - - ENERGY and ENERGY CONSERVATION - - - - - -		
EARTH, SPACE AND TIME **	- - - - - - - - - - SUN, MOON AND SHADOWS - - - - - - - - -		
	- - - - - - - - - - AIR AND AIR PRESSURE - - - - - - - - - -		

* Other animals are covered under Social Studies topics: Fall, Winter and Spring.

Moose/Caribou
Beaver/Muskrat
Rabbits
Seals
Other fur-bearing animals

** Weather will be covered in a Science/Social Studies/Math unit.

4. The existence and behaviour of living organisms affects the well-being of mankind and/or the overall life of the community and vice versa.	Topic F - People and Land Animals Lesson: We Use Animals

4.1 Adaptations to the Environment

2. A structural adaptation may help an organism to survive.	Topic B - Appearance and Behaviour Lessons: The Animals' Quarrel Whose Nose Is This?
8. Organisms have structural adaptations to their environment.	

Using the topic "Arctic Land Animals" as an organizing theme, this unit thus translates the concepts from the curriculum guide into a set of teaching lessons. As you can see from the chart that outlines all the Science units for grades one through three (page 3), other units cover additional aspects of the concepts related to life and the environment.

What part of my program is this unit?

One of the basic principles of the Language Development Approach is that students must learn the language necessary to understand, talk and write about all subject areas in order to succeed in school. Most of the material in the "Arctic Land Animals" unit relates primarily to Science; it is therefore part of your Science program. It also contains lessons which emphasize language and concepts from other subject areas. At the beginning of each lesson is a statement which indicates which subject area that lesson emphasizes.

What are the goals of this unit?

The goals of this unit include:

- developing students' language proficiency. The purpose is to increase their storehouse of language items and meanings (vocabulary) and to build their intuitive knowledge of structures (sentence patterns). The intent is not to have students study how the language works or to analyze it.

- providing opportunities for students to use language in many different situations and for many different purposes.

- developing students' listening, speaking, reading, writing, and thinking skills. The thinking skills developed include the scientific process skills described in the science program guide.

- expanding students' knowledge of the science concepts related to the "Arctic Land Animals" topic.

What grade level is this unit?

Schools throughout the N.W.T. have different ways of organizing students into classes. There are classrooms which consist of:

- one grade
- two grades
- three grades

It is difficult to present a unit which teachers can use easily in all these different situations. The chart which outlines Science topics for grades one to three lists this unit under Grade One. You will find, however, that the unit includes some concepts which older students might handle more easily. You will also find that some of the language activities in the lessons are more suitable for older students. This was done to accommodate the range of abilities which exist even in classes which are supposed to be one grade level and also for those teachers who have multi-grade classrooms and want to teach the same unit to the whole class.

What else do I need to know before I teach this unit?

It is important to understand the Language Development Approach which forms the basis of this unit and the Language Development Framework which forms the structure of each lesson. Please read the explanation of them which follows this section. It introduces the parts of each lesson and explains their purpose. Once you have read the description several times and taught a few lessons you probably will not have to read it before teaching every unit.

How long should I spend on this unit?

The length of time you spend on each lesson and on the unit as a whole will depend in part upon what your students already know about the topic and how interested they are in it. As with any unit you teach, however, the success of this unit will depend largely upon your interest in and enthusiasm about the topic. If you make the lessons stimulating to students, they will want to spend more time studying the topic.

In general, it is more important to cover a few concepts well and ensure that students incorporate the language items for those concepts into their language repertoire than to cover everything in the unit. If students begin to lose interest in the topic, wind up what you are doing and start a new unit.

Which lessons do I teach?

This unit includes a number of lessons. As the person who knows your students and their needs best, you must decide which lessons are appropriate for your students and which are not. You may decide not to teach certain lessons because:

- students are not interested in that aspect of the topic
- students already know the language covered
- the language is too difficult or is not appropriate
- the concepts are too difficult or are not appropriate

The initial assessment activity on page 30 will help you identify which concepts and vocabulary students already know and therefore which lessons you can skip and which are more appropriate for you to teach. You might also want to check the students' cumulative files and/or discuss with other teachers which topics students have already covered. It is important to keep a record of which lessons you teach so that other teachers will not repeat that material in future years.

In what order should I teach the lessons?

You can teach the lessons in the order in which they appear in the unit or you can teach them in any order you think is appropriate for your students.

How do I adjust these lessons to meet the particular needs of my students?

The lessons in this unit are SAMPLE lessons. They provide an example of the kind of language and activities which are most appropriate to teach the concepts related to the topic. You may be able to teach them exactly as they appear here. If you feel some aspect of a lesson is not appropriate for your students, however, feel free to adapt it to meet their needs. In addition, you may wish

to make up lessons of your own. Some of the most common ways in which you might need to adjust the lessons include changing the:

a) amount or type of vocabulary and/or sentence patterns in a lesson. You may need to make the language simpler or more difficult, depending upon your students' proficiency. You may want to introduce fewer or more vocabulary items or sentence patterns. Students who are more proficient may need to concentrate more on vocabulary than on sentence patterns.

b) number of listening and speaking activities. Students who speak little or no English or who are not familiar with a topic require extensive aural/oral practice. This is particularly true of Grade one ESL students. You may want to delete reading and writing activities altogether for such students and substitute more listening and speaking activities. Also students who are having difficulty speaking need more listening practice. Students who are more proficient may not need as much listening and speaking practice.

c) kinds of activities suggested for listening, speaking, reading, and writing. The kinds of activities you can do depend upon your students' age, interests, abilities, needs, and language proficiency. Students with limited proficiency require more controlled Language Practice activities. Students who are more proficient can handle more open ended activities. Your preferred teaching style and the materials and equipment which are available to you also make a difference when you are planning activities. You may want to change some of the activities to make them more suitable for your students. You may have to change others because you do not have the necessary resources.

d) sequence of activities suggested. Each lesson you teach should contain all three phases of the Language Development Framework: Concept Development/ Language Exposure, Language Practice, and Application. You <u>may</u> want to alter the sequence in which you do the activities within each phase. This is particularly true if you have older students who are more proficient in reading and writing. They may need to do some of those activities along with the listening and speaking to keep their interest. This is not as likely for primary students.

e) language in which you teach the lesson. If you teach in a classroom in which a native language is the language of instruction and English is taught as a second language you will want to teach some of the lessons in each language. For students who are just learning to speak English, the language in some of the lessons is too difficult. Teach those lessons in the native language. In such situations, consider teaching the lessons as follows:

NATIVE LANGUAGE (during Science or Social Studies)	ENGLISH (during ESL)
Living/Non-living Things	Out on the Tundra
Needs of Living Things	A Ride With Mr. Grumpy
Appearance of Land Animals	Where Do You Live?
The Animals' Quarrel	Baby Animals
What Can You Do?	
The Animals' Picnic	
We Use Animals	

If you teach in a classroom in which English is the language of instruction you will teach all of the lessons in English. In such situations, you might teach some lessons during your Science and Social Studies periods and others during your Language Arts periods. If your students are not very proficient in English you may want to omit some lessons altogether. For example:

Science	Social Studies	Language Arts
Living/Non-living Things	Where Do You Live?	Whose Nose Is This?
Needs of Living Things	We Use Animals	The Animals' Quarrel
Appearance of Land Animals		What Can You Do?
		Out on the Tundra
		A Ride With Mr. Grumpy
		The Animals' Picnic
		Baby Animals

How do I group students?

If you want to teach one lesson to the whole class, you can do Concept Development activities with everyone in most instances. They have been designed to be done with all students. Then you can group students for Language Practice activities according to their needs and abilities. Students who require extra listening and speaking practice can work with the teacher, a classroom assis-

tant, a tape recorder, or a language master while other students do related reading and writing activities. In this way you can work with the whole class on the same lesson, but students can perform at their own individual skill levels.

Sometimes you may want to group students and teach each group a different lesson. You could organize these groups in at least two ways:

1) include students with different levels of proficiency in each group. The students who are more proficient serve as models for less proficient students. Teach each group a lesson from a different topic:

   e.g., group A: The Animals' Quarrel
   group B: The Animals' Picnic

   and have students share their work with each other.

2) include students with similar proficiency levels in each group. Teach each group a lesson using material at their proficiency level.

   e.g., group A: Where Do You Live?
   group B: A Ride With Mr. Grumpy
   group C: The Animals' Quarrel

What kind of preparation do I need to do before teaching a lesson?

First of all, you should read over the lesson so that you are familiar with it and with the materials you require to teach the lesson.

Secondly, you should make sure you have all your materials ready, even if it means delaying the introduction of a unit or lesson for several days. This includes whatever resources you require for the Concept Development activities, as well as Language Practice materials: vocabulary cards, pictures, sentence strips, etc.

Initially it may seem as if there is a lot of preparation for each lesson, but one lesson may take several days to teach and most lessons use the same

materials over and over again in different ways. Students in small groups use many of the materials from Concept Development activities during Language Practice. Many illustrations that you need for the lessons have been included. (You may have to adjust the size of some to make stencils or other resource materials.) If you work in a school where more than one teacher is using the units, perhaps you can share the preparation work required. Older students often enjoy making things like sentence strips after school as well. Once you have made the materials for one lesson, be sure to save them for another teacher or another year! Plastic envelopes have been provided to help you keep all the materials for one unit together.

How do I schedule a lesson on my timetable?

Because the lessons emphasize language related to different subject areas, you may want to teach them during various subject periods. This means you may be working on two or three lessons at the same time, each during a different subject.

As you plan, keep in mind that one lesson is not necessarily equivalent to one day's work. You will require several days to cover most lessons. You need this amount of time to make certain students internalize new language items and concepts. The chart below shows how you might teach "Appearance and Behaviour" during your Science period over a week.

Key

CD/LE = Concept Development/Language Exposure
LP = Language Practice
APP = Communicative Application
(L) = Listening activity
(S) = Speaking activity
(R) = Reading activity
(W) = Writing activity

"APPEARANCE OF LAND ANIMALS"

Monday	Tuesday	Wednesday	Thursday	Friday
CD/LE #1	CD/LE #3	CD/LE #3 review	LP #4 (L/S)	LP #6 cont.
#2	LP #1 (L)	LP #2 (L/S)	#5 (S/R)	APP.
	#2 (L)	#3 (L)	#6 (R/W)	
	a & b			

How do I evaluate student progress in this unit?

Initial Assessment

The initial assessment activity (see page 30) which you do with the students before any of the lessons will help you determine which concepts and language students already know and which they need to learn.

Ongoing Assessment

It is important to continue assessing students' success in mastering language items, skills and concepts throughout the unit. Each phase of the framework provides opportunities for assessment. During the Concept Development/Language Exposure activities you can informally assess students' understanding of new concepts through observation. Watch to see which students have difficulty matching new language items with the appropriate objects or meanings. It is important to ensure that all students understand new vocabulary and sentence patterns before starting Language Practice activities.

The nature of the Language Practice activities allows you to assess individual student performance of listening, speaking, reading, and writing skills. You can decide which activity to do next based on student performance in the previous activity. Those students who have difficulty with aural/oral activities require extensive practice before doing reading and writing.

The Application activities have been designed to give you an opportunity to determine how much of the language for that lesson students have learned. You can also determine whether students understand the language and concepts.

In addition to observing students during lesson activities, sometime during the course of the unit each student should have a personal conference with you to review work from various lessons. The one-to-one nature of this meeting allows you to determine more effectively:

1. specific weaknesses and strengths in listening, speaking, reading, writing skills,
2. comprehension of and proficiency using new language items,
3. topics and areas within a topic of particular interest to the student.

For the student this meeting serves as an important opportunity to articulate his thoughts and feelings about the topic, share his work with an interested adult, and identify future projects and directions in his work. You can use the conference to take an in-depth look at one piece of independent reading/writing, to teach skill lessons needed to support and encourage student efforts, and to determine appropriate activities for future lessons.

Final Assessment

The culminating activities provide further informal assessment opportunities. During these activities students use all the concepts, skills and language they have learned throughout the unit. In addition, you may want to use your own assessment techniques or instruments to determine what students have learned. There are examples of simple evaluation activities on page 108.

What kind of records should I keep for this unit?

You will want to keep records for yourself of individual students' progress and mastery of skills, concepts and language. These records can be a combination of anecdotal notes based on observations, check lists, formal or informal tests, taped samples of students' speech and reading, and samples of written work.

Students should also be responsible for keeping records of what they have accomplished. They can keep lists (poems they have learned, stories they have read, books they have written), journals, and their own samples of speech, reading, and writing.

You will find more detailed information on evaluation and record keeping in the ESL/ESD Language Development Guidebook.

Finally, it is also important to keep a list for the next teacher of which units you have taught and which concepts have been covered in those units. Hopefully this will prevent those groans of "We did that last year." or even worse "We've done that every year since grade one!"

INTRODUCTION TO THE LANGUAGE DEVELOPMENT APPROACH

This unit consists of lessons which illustrate how to implement the Language Development Approach in the classroom. In order to use these lessons most effectively, it is important to be familiar with and understand:

a) the principles which form the basis of the approach, and
b) the methodological framework which provides the structure for the lessons and applies the principles to teaching practice.

The following is a brief explanation of the principles and the framework. For a more in-depth discussion of both, refer to the appropriate sections in the Language Development ESL/ESD guide.

PRINCIPLES

The Language Development Approach draws on elements of many approaches to teaching second languages and English language arts and integrates these to form a broad set of principles regarding language teaching. These principles include:

1. **Students need to have their experiences, skills, knowledge, and particularly, the language they bring to school identified and used as the basis for the school language program.** The program should begin with and build upon these strengths. Where a child is dominant in a language other than English, he should be taught in that language. In many communities in the N.W.T., that means that the language of instruction should be Inuktitut or one of the Dene languages. Such students should gradually learn English as a second language. In instances where students speak a dialect of English upon school entry, the school's role is to respect and make use of the language the students bring, and help them learn the English used in other communication situations and that is necessary for success with the curriculum. The aim of language instruction, where applicable, and where possible, is to create bilingual students.

2. **Students need to learn to articulate for themselves and to communicate their thoughts, feelings, needs, opinions, and intentions for a variety of purposes in many different communication contexts.** They need to be able to understand, learn from and respond to the communication of others. This involves being able to:

a) express and inquire about personal needs, desires, feelings
b) socialize
c) direct
*d) express and find out intellectual attitudes
*e) impart and seek factual information on past and present experiences
*f) reason logically
*g) predict
*h) project
*i) imagine.

* Success in school depends largely upon the students' abilities to use language in these ways.

3. **ESL/ESD students need to spend more time learning to speak English than they do learning about English.** Until students have an extensive language repertoire, and can use language for a variety of purposes and in many different situations, they are not ready to analyze language. When students have developed an intuitive grasp of how English works, they can begin to study language concepts and how to apply them.

4. **Students need to learn language, but they also use language to learn.** Therefore, language should be taught across the curriculum. Whether students are learning a subject in their first language or in a second language, the development of each student's language skills is essential to achievement in the subject.

5. **Students need to learn language that is meaningful.** It is easiest to accomplish this when teaching language in a context. Therefore, all teachers, in all subject areas, must attend to concept development. Without adequate concept development, the language students learn is either vague or devoid of meaning.

6. **Students need to learn to develop their thinking skills and to engage in more abstract levels of thought as they mature.** They must learn the language that allows them to express their thinking about concepts.

Initially, they need to learn concrete vocabulary and functional sentence patterns as they learn to recall, match, sequence, classify, etc., during activities. Eventually they need to learn more abstract terms and more complex sentence patterns as they grow in their ability to think more abstractly: generalizing, analyzing, imagining, predicting, and evaluating.

7. **Students need to participate in language activities that integrate the language strands of listening, speaking, reading, and writing.** When these strands are taught in isolation from each other in the guise of subjects such as spelling, phonics, grammar, reading, etc., student learning becomes fragmented. Students have difficulty understanding the relationships among listening, speaking, reading, and writing and lose the benefit of one or more strands preparing for and/or reinforcing growth in another e.g., discussion and brainstorming which involve listening and speaking prepare students for writing. First and second language programs should therefore integrate listening, speaking, reading, and writing skills. Specific skills taught will vary with the proficiency level of the students. In the initial stages reading and writing activities should use only language students have internalized already through aural/oral work. Strong oral proficiency is a pre-requisite to learning to read.

a) The successful reader relies on three language cue systems:

- grapho-phonemic
- semantic-associational
- syntactic

The ability to use the latter two systems is a function of oral language proficiency. The greater the oral proficiency or degree of internalized language of the student in either his first or second language, the more able he is to use the latter two systems. Reading instruction should not emphasize the use of the grapho-phonemic system to the exclusion of the semantic associational and syntactic systems.

b) The successful writer also relies on three cue systems. He must possess a meaning base on which to draw, a storehouse of vocabulary representing the meaning base (semantic-associational), and an intuitive sense of how the English linguistic system works (syntactic). Mechanical skills (grapho-phonemic) are just the tools which enable students to communicate knowledge more effectively.

8. **Students need to learn "real" language and how to use it in the natural situations in which it is required.** They need opportunities which involve productive interaction with others to learn to use language effectively. They cannot learn language by themselves in isolation from others, or solely through paper and pencil exercises.

Program content, classroom organization, and teaching techniques used to develop concepts and language and skills should:

a) reflect all of the above, and
b) vary according to:

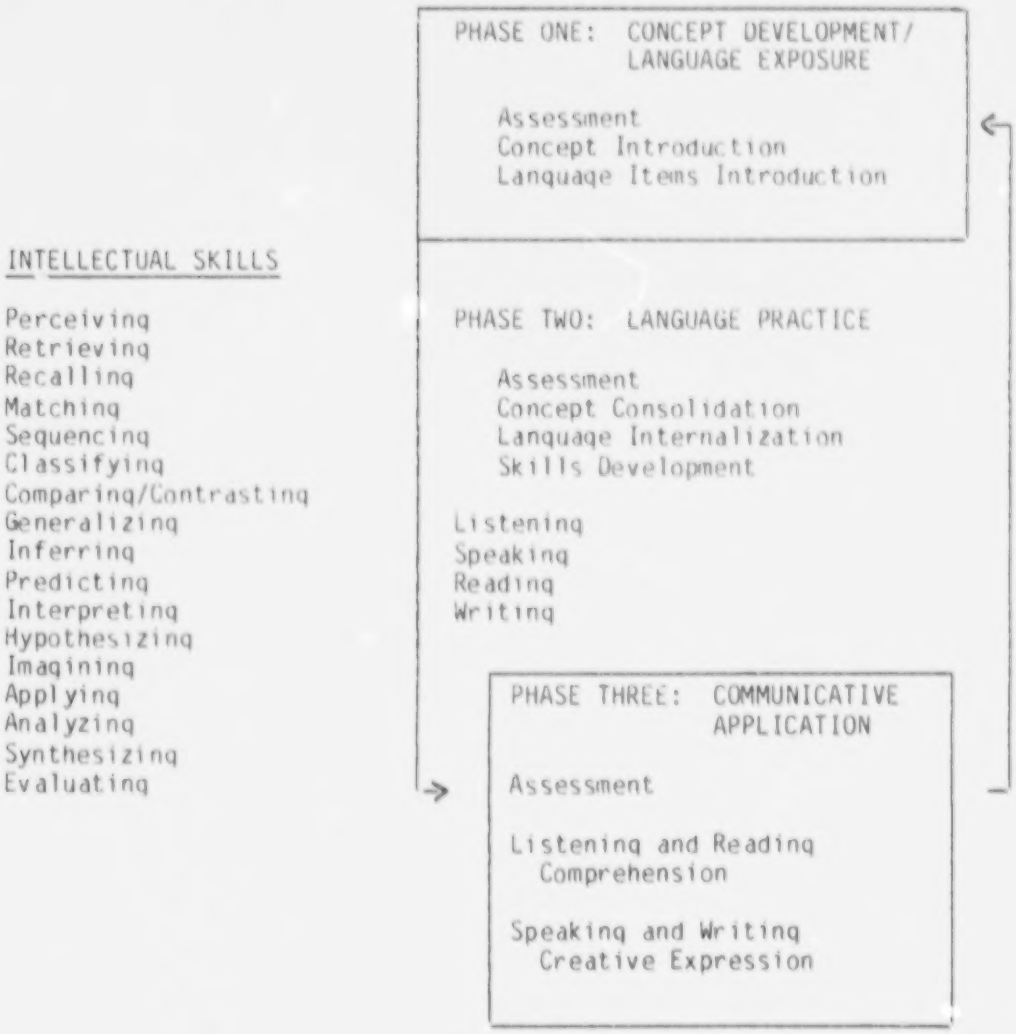
- the language proficiency of the students in the first and second language,
- cultural background (experiences, interests, and cognitive abilities),
- age/grade levels,
- type of topic,
- learning style of students,
- materials and equipment available,
- teaching style of teacher.

FRAMEWORK

The Language Development Approach uses the following framework to structure lessons involving language learning and conceptual development for all subject areas or for any topics of personal or cultural relevance and interest. The framework consists of three phases:

Phase One: Concept Development/Language Exposure
Phase Two: Language Practice
Phase Three: Communicative Application

LANGUAGE DEVELOPMENT FRAMEWORK
(Based on the work of Jim MacDiarmid
Adapted by B. Pugh and C. McGregor)



Phase One: Concept Development/Language Exposure

At the beginning of this phase, it is important to assess what conceptual and linguistic knowledge students already possess for a topic. This assessment establishes the appropriate starting point for instruction and helps determine which concepts, experiences, and language items to emphasize.

During this phase, students participate in meaningful activities or experiences through which they learn new concepts related to the topic of study. As much as possible, these activities should involve direct, firsthand, active learning with concrete materials. Where necessary, i.e., a unit on space, indirect or analogous experiences (films, filmstrips) allow students to move beyond the confines of the immediate classroom to explore concepts associated with other times and places. These activities and experiences help students build bridges between what they already know and new concepts.

While they carry out the concept development activities, students hear and use the new language items that express the concepts. They learn to associate new vocabulary with the relevant objects or actions and to express the relationships among concepts with appropriate sentence patterns. It is essential that students learn the meaning of all new language items during this part of the lesson.

You may choose to use the students' native language during this phase when students have little or no English. You can conduct the assessment tasks in their first language to determine the extent of their conceptual knowledge. If the concepts are familiar, concentrate in ESL classes on teaching the related English language items. If the concepts are new, teach them to students in their first language and then introduce English language items. In classrooms where English is the language of instruction, have the Classroom Assistant explain difficult concepts in the students' native language to be sure they understand them.

Phase Two: Language Practice

In Phase Two, students use the new language items introduced in Phase One in a variety of activities that develop listening, speaking, reading, and writing skills. Through intensive practice of items in a variety of ways, students come to "own" the new language, i.e., commit it to memory so that it becomes part of their permanent storehouse of language items. These activities also continue to strengthen the bond developed in Phase One between the new concepts and the language items that represent those concepts. While the whole class may participate in most of the Phase One activities, it is important to group students for language practice according to their language skills and needs. For students who are not proficient in English, use only language items that they are comfortable with aurally/orally in reading and writing activities.

Phase Three: Communicative Application

The final phase of the lesson sequence provides opportunities for students to use their acquired knowledge and language to communicate in a variety of situations. Students show they have understood the new concepts and can use the new language items as they interact with others. Activities involve students in listening, speaking, reading, and writing to solve problems, bridge an information gap, share information, complete a task, develop an arts and crafts project, share a finished product and explore related concepts and language. While carrying out these activities, the teacher can work individually with students to assess the extent to which they have mastered the concepts and language from the lesson.

In addition to the communicative application activities for each lesson, there are culminating activities at the end of each unit which provide opportunities for students to use all the concepts and language they have learned throughout the unit. During these activities the teacher can meet with each student to review his/her work and what he/she has learned during the unit.

Intellectual Skills

An essential component of the framework is the development of intellectual skills. Learning new concepts and language involves thinking skills. On the other hand, the ability to think abstractly involves conceptual and linguistic knowledge.

A student who lacks the prerequisite basic experiential and linguistic knowledge for a topic cannot engage in activities that require him to apply or solve problems using that knowledge. In moving towards abstract levels of thinking students must:

- acquire simple and concrete concepts and the corresponding labels,
- see patterns and relationships among concepts and form progressively larger and more inclusive conceptual networks in the form of principles and generalizations,
- apply the principles and generalizations to new situations, and
- analyze, synthesize, and evaluate old and new knowledge to solve problems.

In the Concept Development/Language Exposure phase, assessment activities establish whether or not students have basic building block concepts and language to engage in more abstract thinking about a topic. Subsequent activities fill gaps and/or extend the students' background. The structured nature of Language Practice activities demands less high level intellectual activity. Answers are more convergent in nature; the information readily provided or available. However, Communicative Application activities require divergent thinking. Students draw on what they already have learned during the previous two phases to bridge an information gap or solve a problem.

USING THE FRAMEWORK

The Language Development Framework:

- helps students acquire a conceptual background about a topic,
- helps students acquire language to express their knowledge about that topic, and
- provides opportunities for students to use their knowledge and related language in a variety of situations and,

- provides opportunities for students to engage in higher levels of thinking.

The framework forms the basis for the following lessons. Keep in mind that the techniques and activities you use with students depend upon many factors:

- cultural background of students
- learning style of students
- age level of students
- proficiency in English
- type of topic
- materials and equipment available, and
- preferred teaching style of teacher.

RESOURCES: BACKGROUND INFORMATION ON LAND ANIMALS OF THE N.W.T.

Please refer to these pamphlets available from the Department of Renewable Resources, GNWT:

Arctic Wildlife Sketches

Wolves of the N.W.T.
Polar Bear of the N.W.T.
Barren-Ground Caribou of the N.W.T.
Dall's Sheep of the N.W.T.
Muskox of the N.W.T.

Every school should also have: 1) a set of Teaching Notes - Arctic Wildlife
Programs & Evaluation Branch
Department of Education, GNWT
1980

2) a set of Arctic Wildlife posters
Department of Information, GNWT

Muskox: Life History and Current Status of Muskoxen in the N.W.T.
D.R. Urquhart
Department of Renewable Resources, GNWT
1982

RESOURCES INCLUDED WITH THIS UNIT

Pamphlets/Books:

One copy of the reference: Arctic Animals
By Jonquil Graves and Ed Hall
Illustrated by Germaine Arnaktoyuk
Department of Renewable Resources
1985 $7.50

One copy of the colouring activity book: Animals of Canada's North
By Wally Wolfe
1985 $4.25

Additional copies of these two volumes are available from: Supervisor of Conservation Education, Department of Renewable Resources, Yellowknife.

Filmstrip:

Arctic Land Animals
1985
Department of Renewable Resources

Resources to accompany lessons:

Appearance of Land Animals

- pictures of some common Arctic land animals (to be used in other lessons as well)
- pocket chart cards of animal parts

Whose Nose Is This?

- book: Whose Nose Is This?

The Animals' Quarrel

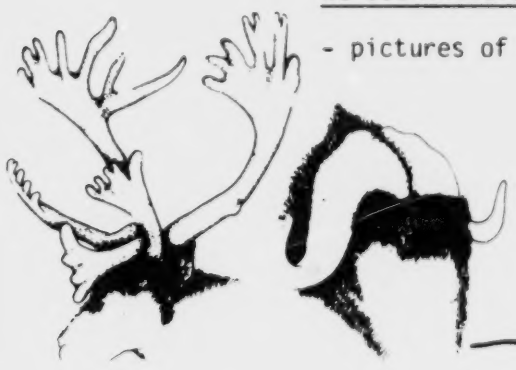
- book: The Animals' Quarrel

Out On The Tundra

- illustrations

We Use Animals

- pictures of animal products



RESOURCES: RELATED ENGLISH MATERIALS

Magazines

Refer to back issues of Owl, Chickadee, Ranger Rick, Your Big Back Yard, Pik, etc. for pictures of and information about northern animals.

Teachers' Resources

Flora and Fauna of the North (picture set)
Program Development Division
Dept. of Education, GNWT, 1974

Arctic Wildlife Sketches (pamphlet series)
Dept. of Renewable Resources, GNWT

Teaching Notes - Arctic Wildlife (pamphlet series)
Dept. of Education, GNWT

Arctic Wildlife (posters)
Dept. of Information, GNWT

Hinterland Who's Who (pamphlet series)
Canadian Wildlife Service
Environment Canada

Complete set may be ordered by schools if requests are written on official letterhead.

Order from: Distribution Section
Canadian Wildlife Service
Dept. of the Environment
Ottawa, Ontario
K1A 0E7

Sharing Nature With Children
Joseph Bharat Cornell
Ananda Publications, 1979

The Mammals of Canada
A.W.F. Banfield
University of Toronto Press, 1974

The Audubon Society - Field Guide to North American Mammals
John O. Whitaker, Jr.
Alfred A. Knopf, 1980

Wild Mammals of Canada
Frederick H. Wooding
McGraw-Hill Ryerson Limited, 1982

Furbearing Animals of North America
Leonard Lee Rue III
Crown Publishers, Inc., 1981

Caribou and the Barrenlands
George Calef
Firefly Books, 1981

The Wolf
David L. Mech
The Natural History Press, 1970

Of Wolves and Men
Barry Holstun Lopez
Charles Scribner's Sons, 1978

Lobo the Timber Wolf
Judy Ross
D.C. Heath Canada Ltd. and Board of Management,
Metropolitan Toronto Zoo, 1978

Films, Filmstrips and Slides

The Tundra (filmstrip and cassette)
Goldi Productions, 1982

Kingdom of the Animals (filmstrips/cassettes)
National Geographic Society, 1972

Life Cycles (filmstrips/cassettes)
National Geographic Society, 1974

Small Worlds of Life (filmstrips/cassettes)
National Geographic Society, 1972

Animals in the Spring (film)
Animals in the Summer (film)
Animals in the Autumn (film)
Animals in the Winter (film)
Encyclopaedia Britannica Films

Arctic Region and It's Polar Bears (film)
Walt Disney Productions

Arctic Wildlife Range (film)
Thorne Films, 1959

Bear Country (film)
Walt Disney Films, 1956

Caribou of Northern Canada (film)
National Film Board, 1971

Fall Brings Changes (film)
Churchill Films

How Animals Live in the Winter (film)
Cornet Films, 1956

Large Animals of the Arctic (film)
Walt Disney Films

Learning About Bears (film)
Encyclopaedia Britannica Films, 1961

The Living Arctic (film)
CBC, 1971

The Polar Bear (film)
CBC

What is Life? (film)
National Film Board

Children's Books

Now That Days Are Colder
Animal Jackets
Animal Houses
Tail Twisters
Sleepy Heads
Going Places
No Accounting For Tastes
Aileen Fisher
Bowmar, 1973

Where are the children?
Beverley Randall and Frank Francis
Methuen, 1974

The Hunter and the Animals
Tomie de Paola
Holiday House, 1981

North American Mammals (A Ladybird Book)
John Leigh-Pemberton
Wills & Hepworth, Ltd, 1970

This Is The Way I Go (series)
Jenny Taylor and Terry Ingleby
Longman Group Ltd., 1965

How Puppies Grow
Millicent E. Selsam
Scholastic Book Services, 1971

Muktu The Backward Muskox
Heather Kellerhals-Stewart
Press Gang Publishers, 1978

Wolves
George Shea
EMC Corporation, 1977

It Does Not Say Meow and Other Animal Riddle Rhymes
Beatrice Schenk de Regniers
Clarion Books, 1972

Too Big For Mother
Baby Caribou in Winter
Ekwo and Diga
Diga and the Baby Caribou
Armin Wiebe
The Lac La Martre Reader Project, 1984

Look at this
Mildred Wiebe
The Lac La Martre Reader Project, 1984

Living Things (Parts One and Two)
David Roberts
Whitcombe and Tombs, 1973

Home For A Bunny
Margaret Wise Brown
Western Publishing, 1975

Animal Homes
Brian Wildsmith
Oxford University Press, 1981

Where Is The Bear?
Betty Hubka
Western Publishing Company, Inc., 1978

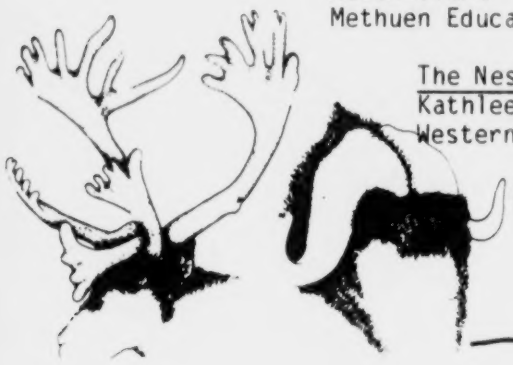
Once: A Lullaby
B.P. Nichol
Black Moss Press, 1983

A Rhinoceros Wakes Me Up in the Morning
Peter Goodspeed
Penguin Books Ltd., 1982

The Animals' Lullaby
Trude Alberti
Penguin Books Ltd., 1972

I am hungry
Helen Clark
Methuen Educational Ltd., 1979

The Nest Book
Kathleen N. Daly
Western Publishing Company, Inc., 1968



Miscellaneous

Polar Bears
A Language Development Unit for Science
Department of Education, GNWT, 1985

RESOURCES: RELATED NATIVE LANGUAGE MATERIALS

Inuktitut Language Development K-1
Linguistic Programmes Division
Department of Education, GNWT, 1978
Lesson #15 - Animals
#16 - Hunting

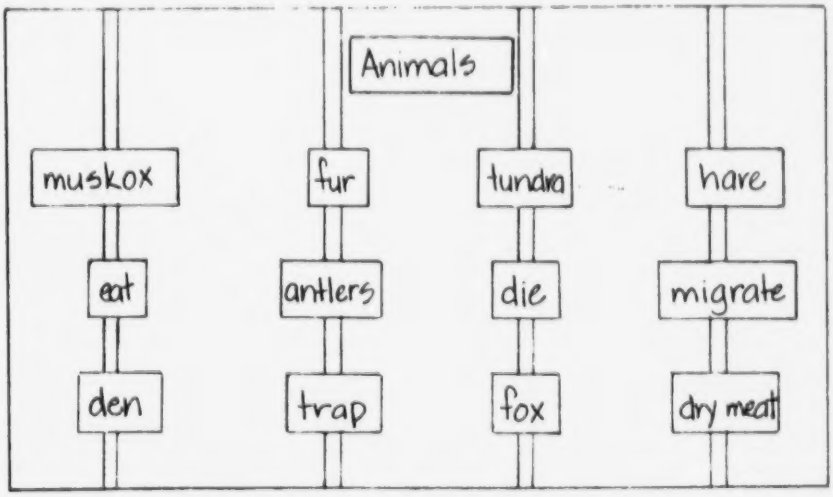
Teaching Inuktitut to Grade 2 (Interim Edition)
Department of Education, GNWT, 1983
Unit #4 - Caribou Stages
#5 - Caribou Antlers - Uses
#7 - Animal Actions
#8 - Uses of Animal Parts
#16 - Animal Tracks

INITIAL ASSESSMENT ACTIVITY

Use this activity at the beginning of the unit to determine your starting point for instruction. It will help you find out what the students already know about the topic/concepts you intend to cover. You should be able to identify gaps in their knowledge which require that you teach certain lessons. On the other hand, you may find that there are concepts which they know well enough that you can skip the lessons which teach those concepts. This activity will also help you determine what vocabulary items students already have so that you can decide which language items to emphasize.

a) Brainstorming:

Ask students: "What do you know about animals?" Record all responses on cards and hang them on masking tape strips (sticky surface up) which you fasten to the chalkboard.



You may wish to direct students' thinking or prompt ideas if the responses are slow in coming by asking questions such as:

What animals do you know?
What do these animals look like?
What do they eat?
Where do they live?
etc.

Chant all responses with the students as you point to the cards.

b) Categorizing:

Distribute the word cards from the brainstorming session. Be sure to tell students the words which you give them. (Give students only one card each to begin.) Have one student place his/her word card at the top of one of the masking tape strips and repeat the word to the class. Ask if there is anyone else who has a word that belongs with the first word. Have another student place his/her word card under the first, read the word and explain why it belongs with the first word. Give a title to these two cards which now form a category. Ask if anyone can start a new category. When students have placed all of the brainstormed words in categories, discuss the titles and change them if necessary. Chant the words in each category with students.

Transfer the words to a flowchart to provide a permanent reference. e.g.,

As you teach the unit, you may wish to add any new information to the chart. At the end of the unit you can review the chart with students. Keep it as a reference for future use.

Science/Social Studies

*1. Sort pictures of living and non-living things in a pocket chart.
*2. Identify things in the classroom that are living or non-living.
*3. Discuss the needs of living things. What would happen if these needs were not met?

Teacher's Notes

These are possible activity ideas for this topic. They can be used in lessons you make up, as enrichment activities, or as learning centre activities. Most can be done in any language. Activities with an * are actually used in the sample lessons which follow. Spaces have been left for you to record your own activity ideas.

ACTIVITY IDEAS

TOPIC A: **CHARACTERISTICS OF LIVING THINGS**

Math

1. Look at a picture of many animals. How many of each animal are there? Count them out loud.
2. If you have a picture of many of the same animals, count them by twos, threes, etc.

Language Arts

*1. Cut pictures of living/non-living things from magazines and paste on coloured paper. Have students dictate or write statements beneath the pictures.
2. Make books using frame sentences:
   A _____ is a living thing.
   A _____ is a non-living thing.
*3. Have students describe themselves using the frame sentence "I can _____."

Music, Poems, Stories

Art

1. Make murals showing living/non-living things.

Physical Education/Movement

1. Have one student pretend s/he is a certain animal and act it out for the class. Have other students try to guess the animal.

Special Activities

*1. Make a living/non-living "snap" game. If two cards of the same classification, i.e., living/non-living, are turned over at the same time, the first person to call "living" or "non-living" gets to keep the cards.
2. Keep a class pet. Set up a schedule so that students can take turns being responsible for the pet's needs. Discuss what needs the pet has and what might happen if they are not fulfilled.
*3. Display two pictures, one of a living thing and one of a non-living thing on simple paper strip "hats." Have one student secretly pick one of the hats and hide it behind his/her back. The rest of the class may ask three questions to determine which hat the student chose. The student then puts the hat on to show the class if they guessed correctly.

LESSON

LIVING/NON-LIVING THINGS

As this lesson emphasizes language related to science concepts, you may wish to teach it during your Science period.

English Vocabulary (* actually developed in this lesson)

* living	* eat	* breathe
* non-living	* drink	* die
	* grow	* move
	* have babies	

English Sentence Patterns (* actually developed in this lesson)

* Can you/a _____? I/We/A/living things can _____.
* Is a _____ a living or a non-living thing?
* A _____ is a living/non-living thing.

English Language Concepts (* actually developed in this lesson)

Special Materials Required

Pictures of living/non-living things
Inukshuk models, caribou puppets
Cut and paste stencil

Concept Development/Language Exposure

1. a) Sort pictures in a pocket chart with your Classroom Assistant or a puppet. Use sentence patterns and vocabulary. e.g.:

   Hold up a picture of a dog and ask, "Is a dog a living or a non-living thing?" C.A. responds, "A dog is a living thing. Living things can eat and drink. A dog can eat and drink." Place picture in appropriate side of the chart.

   b) When you have finished sorting pictures, ask students if they can tell you what differences there are between living and non-living things. Model responses using the sentence patterns "Living things can ____ ." and "Non-living things can't _____."

   c) Look around the classroom and have students identify things which are living or non-living. (Explain to students that they must observe some things very carefully to determine if they are living and that no single characteristic indicates whether a thing is living or non-living.)

2. Perform the following play using Inukshuk models and caribou puppets: (Make models by glueing small stones together; make paperbag puppets.)

Inukshuks: We are Inukshuks
Made of stone.
Here we stand all alone.

Teacher: Can you breathe?
Can you talk?
Can you see?
Can you walk?
Can you eat food?
Can you drink water?
Can you have babies?

Inukshuks: We can't breathe.
We can't talk.
We can't see.
We can't walk.
We can't eat food.
We can't drink water.
We can't have babies.
We will never die.

Caribou: We are caribou
Here we come.
We're alive,
And we're having fun.

Teacher: Can you breathe?
Can you talk?
Can you see?
Can you walk?
Can you eat food?
Can you drink water?
Can you have babies?

Caribou: We can breathe.
We can talk.
We can see
We can walk.
We can eat food.
We can drink water.
We can have babies.
One day we will die.

Hunters: It's now!
(Caribou run away, teacher pretends to be a hunter.)

Language Practice

L 1. Repeat the play with the students holding the Inukshuks and puppets. They should shake their heads as you say the Inukshuk lines and perform appropriate actions as you say the caribou lines.

L 2. Hop the line: Students stand on a masking tape line. Teacher makes statements such as, "Caribou can breathe. A caribou is a living thing." If the statement is true, students hop forward; if it is false, students hop backwards.

L/S 3. a) Teacher holds up a picture and asks questions about it.

e.g., Can a house breathe?
Can a house eat?
Can a house have babies?

If students answer "no," teacher should model the pattern and have students repeat it.

e.g., A house can't breathe.
A house can't eat.
A house can't have babies.

Have students determine whether the picture is of a living or non-living thing.

b) Distribute pictures to students. Each student takes a turn at being the teacher and questions the class about his/her picture.

L/S 4. Divide the class into three groups. Have groups take the parts of caribou, Inukshuks and hunters.

Inukshuks - Have students stand as if Inukshuks.
Caribou - Make paper hats with glued on antlers.
Hunters - Hide behind Inukshuks. Carry cardboard guns.

Repeat the play with "Inukshuks" and "caribou" reciting their lines in response to the teacher's questions. The "hunters" may jump out at the end and tag ("shoot") the caribou. Those "shot" are out of the game. Change parts so that everyone has a chance to have a speaking and chasing part.

L/S 5. Display two pictures, one of a non-living thing and one of a living thing, on simple paper strip hats.

Have one student secretly pick one of the hats and hide it behind his/her back. The rest of the class may ask three questions:

e.g., Can you move?
Can you breathe?
Can you eat?

They may then guess which hat the student chose. S/He puts the hat on to show class if they guessed correctly.

L/S/R 6. a) Have students make statements about living things. Record these statements on sentence strips and place in pocket chart. Illustrate each sentence to help students remember what it says.

Living things can breathe.
Living things can grow.
Living things can move.
Living things can eat.
Living things can drink.
Living things can have babies.
Living things can die.

Chant statements with students as you point to the words. Have them identify specified words. Cut up the strips and have students reconstruct true statements.

Living things	can	eat	.

b) Demonstrate to students how to make the statements from 6a) into questions by rearranging the order of the words. (Teacher will need to have the can card with "Can" on one side and "can" on the other, and the . card with a period (.) on one side and a question mark (?) on the other.)

Can	living things	eat	?

Have students practice making questions and statements.

c) Make questions substituting [non-living] for [living].

e.g. [Can] [non-living things] [eat] [?]

Have students respond orally. Record their responses.

e.g., [Non-living things] [can't] [eat] [.]

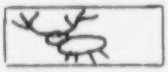
R d) Provide students with individual cut and paste stencils to do the above activity.

L/S/R 7. Replace word cards **Living/Non-living** with pictures. Read questions to students. Have them answer orally first, then attempt to construct a response using the word and picture cards.

e.g., Teacher: [Can] [ ] [eat] [?]

"Can caribou eat?"

Student: "Caribou can eat."

[] [can] [eat] [.]

(Write the word on the other side of the picture card, if you wish to introduce the written form later.)

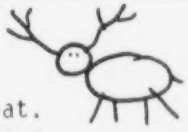
e.g., [ ] front

[caribou] back

Application

1. Have students cut pictures from magazines of living and non-living things and paste them on coloured paper. They may then dictate or write sentences beneath the pictures. Have them share their work with the rest of the class.

e.g.,



Caribou can eat.
Caribou can move.
Caribou can drink.

A caribou is a living thing.

2. a) Make a "Snap" game by mounting pictures of living and non-living things on playing cards. Divide the cards evenly between players (2-4 players). Players each turn one card over at the same time.

   When two cards are of the same classification, i.e. living/non-living, the first player to call "living" or "non-living" gets to keep the cards. The player with the most cards after all have been played is the winner.

   b) Students working in pairs can use the same cards for sorting. Have each student justify to the other which group his/her card fits when s/he turns it over.

   e.g., It's living because it can _____.

   or

   It's non-living because it can't _____.

3. Have students describe themselves using vocabulary they already know, as well as new vocabulary from the lesson:

   e.g., I can breathe.
   I can talk.
   I can see.
   I can walk.

   I can jump.
   I can run.
   I can hop.
   I can have fun.

LESSON

NEEDS OF LIVING THINGS

As this lesson emphasizes language related to science concepts, you may wish to teach it during your Science period.

English Vocabulary (* actually developed in this lesson)

* food
* air
* water
* names of living/non-living things

English Sentence Patterns (* actually developed in this lesson)

* A _____ is a living/non-living thing. (review)
* Does a _____ need _____? (L & S only)
* A _____ needs _____.
* A _____ doesn't need _____.

English Language Concepts (* actually developed in this lesson)

Contractions (doesn't)

Special Materials Required

Pictures of living/non-living things

Concept Development/Language Exposure

1. a) Review living/non-living things: Sort pictures into two boxes labelled LIVING and NON-LIVING.

   b) Make a chart on the board:

needs air	needs water	needs food

Hold up a picture from one of the boxes and place it on the chart. Ask questions of the students: e.g., Does a dog need air?
Does a dog need water?
Does a dog need food?

	needs air	needs water	needs food
	✓	✓	✓
	X	X	X

When you have done this exercise with several pictures, ask students to tell you what is the same about the things that need air, water and food (i.e., They are all living things.) and what is the same about the things that don't need air, water and food (i.e., They are all non-living things.).

   c) Review the chart, modelling the sentence patterns.

e.g., A dog is a living thing. / A rock is a non-living thing.
A dog needs air. / A rock doesn't need air.
A dog needs water. / A rock doesn't need water.
A dog needs food. / A rock doesn't need food.

Language Practice

L 1. Hold up a picture and make statements about it. Students clap every time they hear a correct statement. Use vocabulary with which students are familiar.

e.g.,

A wolf is a living thing. (clap)
A wolf needs bubble gum.
A wolf doesn't need water.
A wolf needs air. (clap)

L/S 2. Put pictures of living/non-living things in a bag. Seat students in a circle and pass the bag while music plays. When the music stops the student holding the bag reaches in and takes a picture. S/he then responds to question/s asked by the teacher.

e.g., Teacher: Does a wolf need food?
Student: A wolf needs food.
Teacher: Does a wolf need air?
Student: A wolf needs air.

This could also be done as a chain drill: The student holding the picture asks questions of the next student.

S 3. Paste a picture of a living/non-living thing on each side of a cube. Paste a picture (or write word) of food, air or water on each side of another cube. Student rolls each cube, then makes a statement.

"A wolf needs water."

S 4. Singing game (tune: London Bridge) Two students hold hands and form an arch. The rest of the students walk under the arch as they sing:

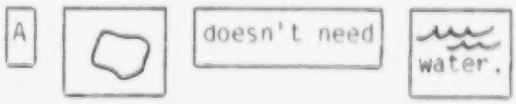
A living thing needs air and food,
air and food,
air and food,
A living thing needs air and food, and water.

On the word 'water' the students forming the arch bring it down and catch a student between their arms. The student reaches into a bag, pulls out a picture and makes statements about it.

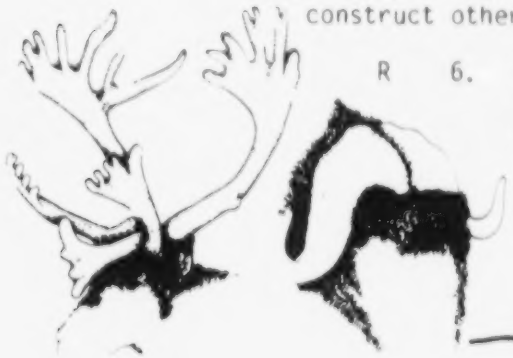
e.g.

A rock is a non-living thing.
A rock doesn't need food.
A rock doesn't need air.
A rock doesn't need water.

R 5. Make picture cards depicting air, food and water. Use these, along with pictures of the animals and word cards, to make statements.

e.g., 

After several demonstrations, have students work with the cards to construct other statements.



R 6. Write the words 'water, air, food' together on a sentence strip (several times), leaving no spaces between the words:

waterairfoodairwaterfoodairwaterair

Have students cut the sentence strip into individual words.

R 7. Write sentences on sentence strips. Cut one word out of each sentence. (Keep the remaining parts of the sentence together with a paper clip.) Mix together all of the cut-out words and seat students around them. Place one of the incomplete sentences in the pocket chart and call a student's name. That student must choose a word that can be used (correctly) in the sentence, insert it in the pocket chart, then read the sentence to the others.

e.g. [A] [ ] [need water.]

[doesn't]

"A rock doesn't need water."

Application

1. Read the following story to students. Discuss the differences between living and non-living things. Why did Rock decide it was safer to be "just a rock?" What might have happened if Rock was a living thing?

The Little Rock, by S. Stewart and B. Britton

Once upon a time there was a little rock. It was very sad. It wanted to be a living thing and do all the things that living things can do.

Everyday Rock sat and thought, "I wish, I wish, I wish I were a living thing."

Suddenly one day something happened! Rock began to grow a nose. He could breathe. (Living things needs air.)

Then Rock grew eyes, ears and a mouth.

Soon Rock was very hungry. (Living things need food.)

He looked around and saw some berries growing by the river. "How can I get to them?" he wondered.

He felt something happening - he was growing legs!

He ran over to the river and began to gobble berries. Then he was thirsty, so he had a nice cool drink from the river. (Living things need water.)

Rock was very happy to be a living thing.

The next day, Rock was sitting by the river eating more berries when he heard a loud growl. He looked up and saw a huge, hungry wolf. First the wolf sniffed Rock, then he opened his mouth and was ready to eat Rock. Rock was terrified. He lay very still and pretended that he was just an ordinary rock. Wolf sniffed again and said, "Yuck, I don't eat rocks." Then he walked away.

"Maybe it's safer to just be a rock," thought Rock.

Science/Social Studies

1. Look for animal tracks in the snow. Determine which animal made the tracks, how it was moving, etc.
*2. Make a collection of animal skulls, bones, teeth, fur, claws, etc. Match the parts to pictures of the animals they came from.
*3. Make a chart listing the various attributes of animals (antlers, hooves, claws, etc.) Students draw or cut out pictures of animals and place them in appropriate categories.
*4. Develop lists of characteristics of the various animals studied. Record on charts. Discuss ways in which the animals are the same and ways in which they are different.
*5. Practice making animal sounds.
6. Make a chart showing how animals move.

walk	run	swim	jump	crawl	??

Paste pictures of appropriate animals in each column.

Teacher's Notes

These are possible activity ideas for this topic. They can be used in lessons you make up, as enrichment activities, or as learning centre activities. Most can be done in any language. Activities with an * are actually used in the sample lessons which follow. Spaces have been left for you to record your own activity ideas.

ACTIVITY IDEAS

TOPIC B: **APPEARANCE AND BEHAVIOUR**

Math

1. Graph the average weights of the animals being studied.
2. Use animal cutouts for counting, adding, subtracting, etc.
3. Have students arrange cutouts of the animals by size.
4. Make up problems using animals.
   e.g., 20 caribou were by the river. 2 of them were killed by a wolf. How many were left?

Language Arts

*1. Make up riddles about animals.
*2. Make books comparing two animals.
*3. Make a Big Book about each animal studied.
*4. Make books about the animals using this pattern:
   _____, _____, do you have _____?
   No, no, no, I have _____.
*5. Make books using frame sentences:
   What can _____? or _____, _____, what can you do?
   A _____ can _____. I can _____. Can you?
*6. Make a large flipbook of the song "Out on the Tundra."
*7. Make synonym word wheels.
8. Develop similes about the animals. e.g., "As sly as a fox."
9. Compare animals using "big, bigger, biggest" and "small, smaller, smallest."

Music, Poems, Stories

* The Animals' Quarrel
* Wolf's Birthday
  "Jump or Jiggle"
* "Out on the Tundra"
* "I Talk"
* A Ride With Mr. Grumpy
* Whose Nose Is This?

Art

*1. Trace around stencils of animals. Decorate them with crayons, scraps of fur, cotton balls, etc.
*2. Make models of the animals with plasticene or play-dough.

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Physical Education/Movement

1. Noah's Ark: Make a list of animals half as long as the list of players. Paste pictures of each animal on two cards. When you finish there should be a card for each player. Shuffle the cards and pass them out. Each student becomes the animal shown on their card, but keeps his identity a secret. On signal, the students begin acting out the sounds, appearances, and typical movements of their animals, with the intention of attracting their mates. The game ends when everyone has found their mates.
*2. Charades: Groups act out statements about the animals. (eg, Caribou have pointed antlers.) Class must guess what the statement is.
*3. Act out the story A Ride With Mr. Grumpy.
4. Have students stand in a circle. The first student bounces a ball in rhythm as he calls out a category (i.e., an animal part) three times. On the fourth beat, he passes the ball to the next student who names something in that category (i.e., an animal) three times as s/he bounces the ball. This continues until one student cannot

Special Activities

*1. Animal bingo.
*2. Make "scrambled animal" flipbooks.
*3. Make animal jigsaw puzzles.
*4. Make up silly rhymes about the animals you have studied. Illustrate the rhymes and put them together in a book.
5. Make life sized models of the animals you are studying.

Physical Education/Movement (cont)

think of anything else in the category named. S/He names a new category and the game continues.

e.g., Student #1: Antlers, antlers, antlers
2: Caribou, caribou, caribou
3: Hooves, hooves, hooves
4: Muskox, muskox, muskox

5. Pantomime the ways in which various animals move.

LESSON

APPEARANCE OF LAND ANIMALS

As this lesson emphasizes language related to science concepts, you may wish to teach it during your Science period.

English Vocabulary (* actually developed in this lesson)

names of familiar land animals

* ears
* hooves
* claws
* antlers
* horns
* fur
* sharp teeth
* bushy tails
* long tails
* stubby tails
* humps

English Sentence Patterns (* actually developed in this lesson)

* How are (the animals) alike? They all have/are _____.
* How are (the animals) different? Some have/are _____.

English Language Concepts (* actually developed in this lesson)

Special Materials Required (See illustrations 8 - 20 and 28 - 32)

Tracing stencils
Pictures of land animals
Pocket chart cards of animal parts

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Concept Development/Language Exposure

1. Use real objects and pictures to introduce the concepts of "alike" and "different."

   e.g., Look at the chairs in the classroom. Carry on a conversation with your Classroom Assistant or a puppet. (Be sure to use vocabulary with which students are familiar.)

   Teacher: "How are the chairs alike?"
   C.A.: "They all have four legs."
   Teacher: "How are the chairs different?"
   C.A.: "Some have long legs. Some have short legs."
   "Some are orange. Some are blue."

2. Bring samples of animal skins, horns, antlers, teeth, claws, etc. into the classroom. Allow students to examine the animal parts. Brainstorm words to describe the various parts. Compare the animal parts with human body parts: claws with fingernails, hooves with feet, fur with skin, etc.

3. Pin up large pictures of the land animals. (Teacher may decide which to use.) Encourage students to tell you what they know about these animals. Tell them to examine the pictures closely and ask, "How are the animals alike?" Model responses using the sentence pattern: e.g., "They all have eyes." Point to the features as they are named.

   Repeat this procedure to determine how the animals differ.

Language Practice

L 1. Have students trace animals and decorate them with crayons, scraps of fur, cotton balls, etc. (You should have at least three of each type of animal.) Give each student one animal. Have students sit in a circle. Make statements such as "Some have antlers." All students holding animals that have antlers should change places. Occasionally make a statement such as "They all have ears." Everyone should get up and change places.

L 2. a) Place three of the animals on the board and ask, "How are the animals alike?" Make several statements. Students clap when they hear a correct statement.

   e.g., Place pictures of hare, wolf and fox on the board.
   "How are the animals alike?"
   "They all have long ears."
   "They all have antlers."
   "They all have fur."

   Students should clap when they hear the last statement.

L b) Repeat the above activity with statements about how the animals are different.

e.g., "How are the animals different?"
"Some have bushy tails."
"Some have hooves."
"Some have sharp teeth."

Students should clap when they hear the first and last statements.

L/S c) To use these activities for speaking practice, have students repeat the correct statements.

L 3. Place all of the animal pictures on the board. Tell students that you are going to give them some clues so that they may guess which animals you are thinking of:

e.g., Teacher: "They all have fur."
"They all have sharp teeth."
"They all have claws."

Students point to or name all the animals that fit the description.

L/S 4. Substitution drill: Teacher makes a statement, then provides another word for students to substitute.

e.g., Teacher: "They all have ears. Eyes."
Students: "They all have eyes."
or
Teacher: "Some have bushy tails. Stubby tails."
Students: "Some have stubby tails."

You may wish to point to the appropriate pictures as you make the statements.

S/R 5. a) Place pictures of three of the animals on the board. Ask students, "How are the animals alike?" and place sentence strip in pocket chart.

e.g.,

How are the animals alike?

Have students respond using the sentence pattern. Display responses in the pocket chart.

e.g., They all | have | ears

They all | have | eyes

etc.

Repeat this procedure to determine how the animals are different. e.g.:

How are the animals different?

Some	have	antlers
Some	are	brown
Some	are	black

Read the chart over together. Have students identify specified words (e.g., Point to the word "different.") Remove several word cards and have students replace them in their correct positions.

R b) Place three different animals on the board. Have students take turns constructing statements about their similarities and differences.

Application

1. Have students choose two animals to compare. They may first compose their statements using the sentence strips, then copy the statements into a book. Have them illustrate their books and share them with the rest of the class.

2. Use the sentence patterns to discuss the similarities and differences between the students in your class.

   e.g., How are the students alike?
   They all have arms.
   They all have eyes.
   etc.

   How are the students different?
   Some are tall. Some are short.
   Some have blue eyes. Some have brown eyes.
   etc.

3. Make a chart listing the various attributes of animals. Have students cut out pictures of animals (or draw them) and paste them under the right heading.

antlers	hooves	sharp teeth	claws

LESSON
WHOSE NOSE IS THIS?

As this lesson emphasizes language related to literature, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* nose
* muskox/muskoxen's
* rabbit's
* polar bear's
* wolf's
* caribou's
* ground squirrel's

English Sentence Patterns (* actually developed in this lesson)

* Whose _____ is this?
* A _____ of course.

English Language Concepts (* actually developed in this lesson)

* Possessives

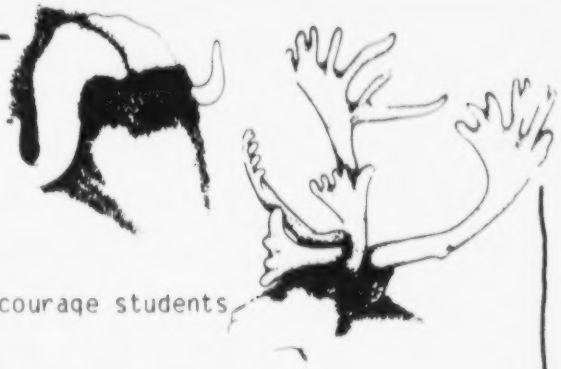
Special Materials Required

Book
Pocket chart cards

WHOSE NOSE IS THIS?

Based on the original Animals of Course! Feet
by Jill Bailey
G.P. Putnam's Sons
New York, 1984
Adapted by M. Gilmour and C. McGregor

Whose nose is this?
A muskox's of course.
Whose nose is this?
A rabbit's of course.
Whose nose is this?
A polar bear's of course.
Whose nose is this?
A wolf's of course.
Whose nose is this?
A caribou's of course.
Whose nose is this?
A ground squirrel's of course.
Whose nose is this?
It's mine of course!



Concept Development/Language Exposure

1. Read the book to students. Let them try to guess who the noses belong to before you turn the page and expose the answer.

2. Read the book again several times. Encourage students to 'chime in.'

Language Practice

L 1. True/False: Hold up one of the pocket chart cards and ask your CA (or use a puppet), "Whose nose is this?" CA responds using the sentence pattern. Students determine if responses are true or false.

L/S 2. Flashlight drill: Shine the flashlight on one of the pocket chart cards and ask, "Whose nose is this?" Students respond using sentence pattern. (Let students take turns shining the flashlight and asking the question.)

L/S 3. Chain drill: Distribute pocket chart cards to students. First student holds up his/her picture and asks, "Whose nose is this?" Next student answers, "A _____ of course," then holds up his/her picture and asks question, etc.

L/S 4. Have students stand in a circle. Place one of the pocket chart cards face down in the centre. Walk around the outside of the circle, eventually stopping and touching two students on their shoulders. Ask, "Whose nose is this?" The two students must race around the outside of the circle in opposite directions. The first one to enter the circle, pick up the card and respond to the question is the winner. S/he then takes teacher's place.

S/R 5. a) Place the sentence strip | Whose nose is this? | at the top of the pocket chart.

Place a pocket chart card in the chart and read the question as you point to the words. Have students respond using the sentence pattern. Write the response on a sentence strip and place it next to the picture. Repeat with each picture.

Whose nose is this?

	A caribou's of course.

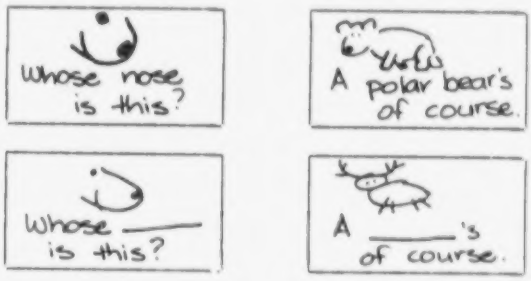
	A polar bear's of course.

b) Chant with students as you point to the words. Have them identify key words (e.g., "Where does it say caribou's?") Remove the sentence strips from the chart and have students replace them next to the correct pictures.

c) Tape record the students' chanting. Place the tape along with the book in the Listening Centre.

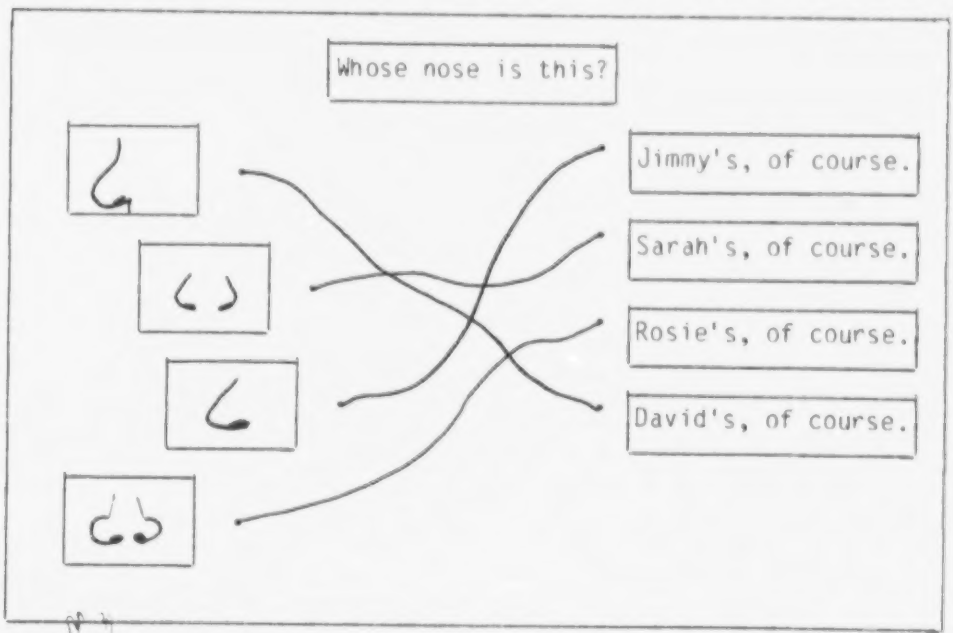
R/W 6. Make individual books using the vanishing technique for students to complete.

e.g.,



Application

1. Take a polaroid photo of each student's nose. Make a bulletin board:



Students match the pictures to the correct names.

2. Make books using the same structures.

e.g., Whose eyes are these?
shoes
clothes
etc.

LESSON

THE ANIMALS' QUARREL

As this lesson emphasizes language related to literature, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* bear
* wolverine
* wolf/wolves
* hare/hares
* caribou
* fox/foxes
* handsome
* shaggy fur
* sharp teeth
* long ears
* antlers
* bushy tails
* quarrel/quarreling

English Sentence Patterns (* actually developed in this lesson)

* _____ have _____.

English Language Concepts (* actually developed in this lesson)

Special Materials Required (See illustrations 8 - 20)

Book
Magnetboard or felt figures
Bingo cards
Large outlines of animals

THE ANIMALS' QUARREL

Based on the original The Best of All
From Lambchops' Play Along Storybook
By Shari Lewis and Jacquelyn Reinach
Scholastic, 1983
New York
Adapted by S. Stewart and B. Britton

Bear was very tired. He curled up into a big, furry ball and fell asleep by the river.

Along came Wolverine. He looked at himself in the river for a long time. "Wolverine are handsome animals," he said. "Wolverine have beautiful fur. Wolverine are the best animals."

"Oh, no they're not!"

Wolverine looked around. It was Wolf. Wolf was mad. "Wolves have sharp teeth. Wolves are the best animals."

"Oh, no they're not!"

Wolf looked around. It was Hare. Hare was mad.

"Hares have long ears. Hares are the best animals."

"Oh, no they're not!"

Hare looked around. It was Caribou. Caribou was mad.

"Caribou have pointed antlers. Caribou are the best animals."

"Oh, no they're not!"

Caribou looked around. It was Fox. Fox was mad.

"Foxes have bushy tails. Foxes are the best animals."

"Oh, no they're not!" shouted the other animals.

They began to quarrel. They shouted louder and louder and louder. What a noise!

"Be quiet!" yelled an angry voice. "How dare you wake me up!" It was Bear. Bear was very mad.

"Why are you quarreling?" he asked.

"We're quarreling about who is the best animal," said Fox.

"You silly animals. Animals are different in some ways but you are all special. You are all the best in your own way. NOW GO AWAY AND LET ME GET SOME SLEEP!"

Concept Development/Language Exposure

1. Tell the students that you are going to read them a story called The Animals' Quarrel. Ask if anyone knows what the word "quarrel" means. Relate examples of quarrels: e.g., Two children arguing about a toy. Have students tell about quarrels that they have had.

2. a) Read the book to students. Point out the particular feature of each animal as you read about it.

   b) Talk about the story with students:

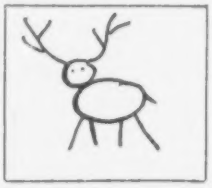
   e.g., Why did the fox think it was the best animal?
   What did Bear mean when he said they were all the best in their own way?
   etc.

   c) Relate the theme of the story to the classroom, i.e., that some students are good artists, others are good readers, etc., but that each of them is special in some way.

3. Develop lists of characteristics of the animals mentioned in the story. Record these ideas on charts.

e.g.,

Caribou have pointed antlers.
short tails.
hooves.
brown fur.
small ears.



Language Practice

L 1. Tell the story again. Have students take turns placing the appropriate figures on the board.

L 2. Divide class into two teams. Place two chairs at the front of the classroom, one labelled "true" and the other labelled "false." Have one member from each team stand about 3 meters away from the chairs. Make a statement about one of the animals, e.g., "Hares have long ears." The first student to sit on the correct chair earns a point for his/her team.

L/S 3. Provide each student with a Bingo card of animal outlines. Hold up a picture of one of the animals and make a statement about it, e.g., "Wolverine have beautiful fur." Students repeat the statement and look at their cards. If that animal outline appears on their card have them cover it with a marker. The first person to cover every square is the winner. That person must say all the names of the animals on the cards and state one characteristic of each.

(Play variations of this game as in regular Bingo, i.e., first person to cover an X, diagonal line, four corners, etc. is the winner.)

L/S 4. Substitution drill: Teacher makes a statement, then provides a word for students to substitute. Students repeat the statement with the substituted word.

e.g., Teacher: "Wolverine have beautiful fur. Sharp teeth"
Students: "Wolverine have sharp teeth."

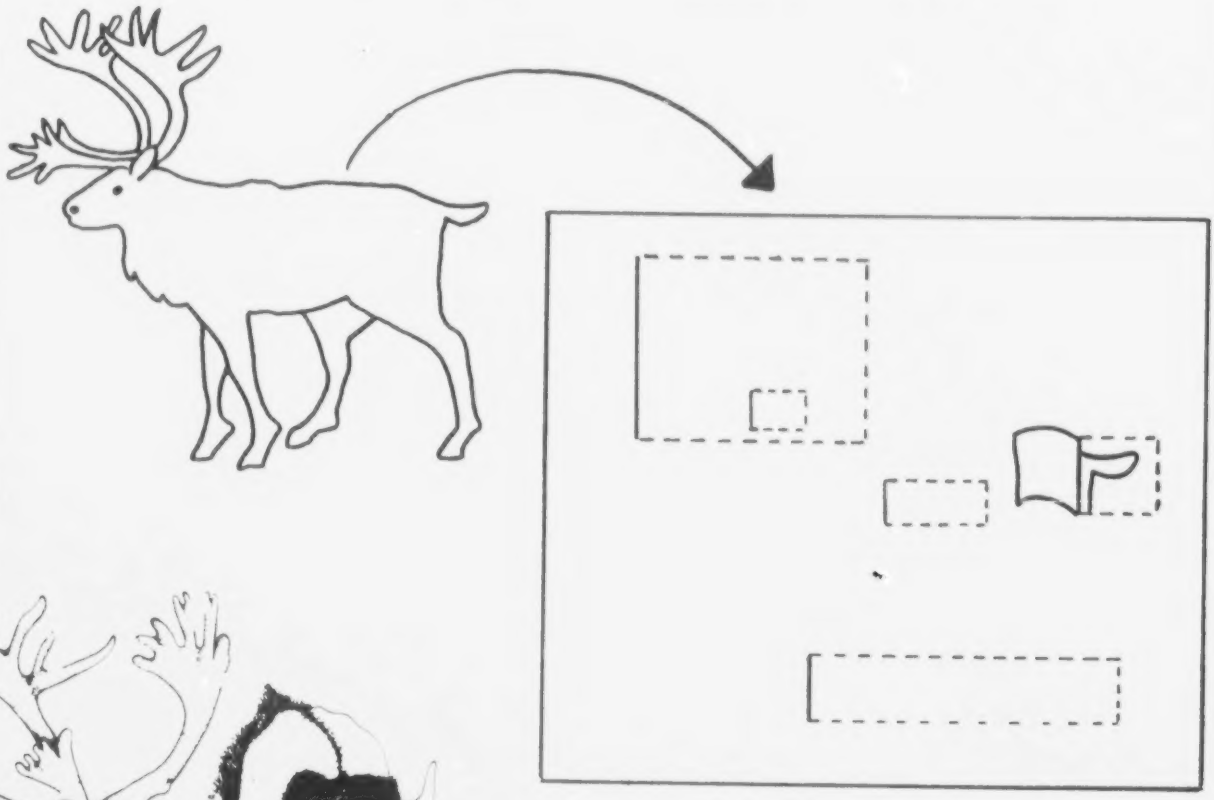
Do this as a group activity first. Later you may ask individuals to respond.

S 5. Charades: Divide class into groups of 2-3 students. Give each group a statement which they must act out.

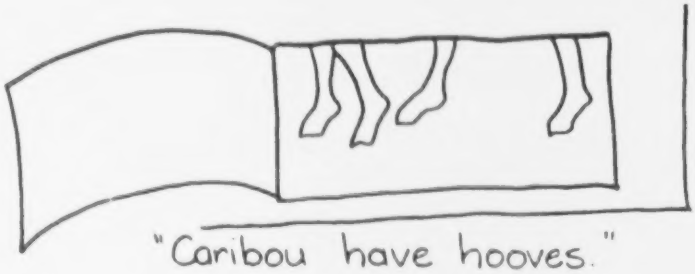
e.g., "Wolves have sharp teeth."

Other students try to guess what the statement is.

S 6. a) Tape a large picture of a caribou on the board. Cover it with a piece of mural paper in which you have cut "doors" that may be opened and closed. Position these "doors" so that only certain parts of the caribou will be exposed when they are opened.



Open one of the "doors." Have students guess what the animal is, then make a statement about the exposed part.



"Caribou have hooves."

R b) Make up sentence strips:

Caribou have pointed antlers.
Caribou have small ears.
Caribou have brown fur.
Caribou have short tails.
Caribou have hooves.

Repeat 6a). Place the appropriate sentence strip beside the open "door" as students make statements. Repeat the statement with students while pointing to the words. Remove sentence strips and have students replace them next to the correct "doors."

Repeat these activities with the other animals: wolverine
wolf
hare
fox

Application

1. Divide class into five groups. Assign an animal to each group. Have them make a Big Book describing the animal. Have each group share its book with the class.

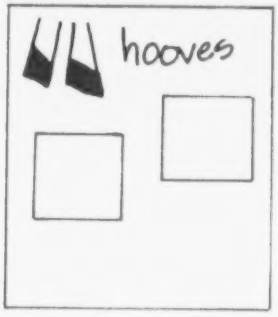
2. Make "scrambled animals" flip books. Have students describe the animals they create.

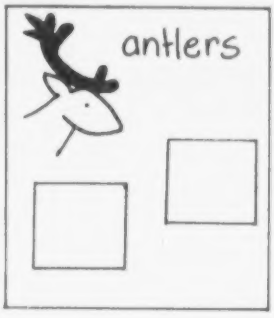
3. Paste large pictures of animals onto cardboard and cut into simple jigsaw puzzles. Have students work in pairs to put the puzzles together.

4. Have students make models of the animals with plasticene or play-dough.

5. Label large pieces of paper with the various characteristics of animals (or draw these characteristics). Have students sort pictures of animals and place them on the appropriate papers. (Some animals will fit in more than one category.)

e.g.,





6. Have students write and illustrate books (individually or in groups) based on this pattern:

e.g., Muskox, Muskox do you have antlers?
No, no, no, I have horns.

LESSON
WHAT CAN YOU DO?

As this lesson emphasizes language related to literature, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* action words

e.g., jump
run
swim
wriggle
leap
etc.

dig
fight

English Sentence Patterns (* actually developed in this lesson)

* What can you do?
* I can _____.
* What can a _____ do?
* A _____ can _____.

English Language Concepts (* actually developed in this lesson)

Past tense (run/ran, hide/hid, swim/swam)

Special Materials Required (See illustrations 8 - 20)

Outline figures

Concept Development/Language Exposure

1. Discuss the activities of animals that the students may have observed. (Use the sentence pattern, "What can a _____ do?") Model the students' ideas using the sentence pattern "A _____ can _____."

2. Tell the following story using visuals and appropriate actions.

WOLF'S BIRTHDAY
By S. Stewart and B. Britton

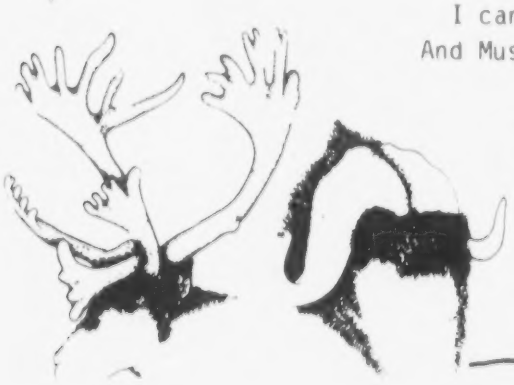
"It's my birthday today," said Wolf. "I want a feast. Who will it be?"
"Oh no," cried all the animals. "Not me! Not me! I don't want to be your feast."
"I can hunt," said Wolf. "I have strong legs and I can run. I have sharp teeth and I can bite. I can hunt and kill."

The first animal Wolf saw was Caribou.
"What can you do Caribou?" asked Wolf.
"I can run," said Caribou. "I have long legs and I can run faster than you."
And Caribou ran away with his friends.

The next animal Wolf saw was Fox.
"What can you do Fox?" asked Wolf.
"I can dig," said Fox. "I have sharp claws and I can dig a den. I can hide from you."
And Fox hid.

Then Wolf saw Siksik.
"What can you do Siksik?" asked Wolf.
"I can hide," said Siksik. "I have a hole and I can hide from you."
And Siksik hid.

Soon Wolf saw Muskox.
"What can you do Muskox?" asked Wolf.
"I can fight," said Muskox. "I have big horns and I can fight you."
And Muskox stood ready to fight.



Wolf looked at Muskox's big horns.
"I just remembered," said Wolf. "It's not my birthday until tomorrow. Good-bye!"
And Wolf ran away on the tundra.

Discuss the story with students:

e.g., Why do you think Wolf ran away?
Do you think he was lying when he said, "It's not my birthday until tomorrow."?
What else could Caribou have done to escape from Wolf?
etc.

Retell the story. Have students perform the actions with you at the appropriate times.

e.g., Wolf rubbing tummy, smacking lips, etc.
Caribou running - slap knees with hands.
Muskox ready to fight - put hands to head and look fierce.

Language Practice

L 1. a) Hold up one of the animal pictures and ask your C.A. (or a puppet) "What can a _____ do?" C.A. answers "A ____ can ____." Students must indicate by a physical response whether the statements are true or false.

b) Repeat the activity using sentence patterns: "What can you do?"; "I can _____."

L 2. Tape record the lines of each animal. Students must guess which animal is speaking.

e.g., "I have sharp claws and I can dig." (fox)

L/S 3. Teacher performs an action and says, "I can (action)." then asks student "What can you do?"

Student responds, "I can _____." and demonstrates an action.

L/S 4. Act out the story with a small group taking the part of each animal and the teacher taking the part of Wolf.

S 5. Have students stand in a circle with their hands joined and raised to make arches. Pin pictures of the animals to the backs of some students. One student is IT and weaves in and out of the arches while everyone sings:

In and out of the rocks on the tundra,
In and out of the rocks on the tundra,
In and out of the rocks on the tundra,
Come and follow me. (Tune: Where, Oh Where is Dear Little Mary)

IT now stops behind one of the students wearing a picture and must sing a verse about the animal represented:

e.g., A caribou can run fast,
A caribou can run fast,
A caribou can run fast,
Come and follow me.

IT puts his/her arms around the student and they move off together in and out of the arches as the other students sing "In and out..." They then stop behind another student and sing a verse about that animal, etc.

S/R 6. Brainstorm with the students and record ideas to produce charts like the following:

e.g.,

What can a caribou do?
A caribou can run fast.
A caribou can fight.
A caribou can swim.
A caribou can leap.

What can you do?
I can talk.
I can run.
I can read.
I can sing.

Chant with the students as you point to the words.

Application

1. Stand students in a circle with one student in the middle. This student chants:

"I went out on the land one day.
I saw a caribou on the way.
This is what the caribou can do.
(Mimes and appropriate action)
See if you can do it too."

Other students copy the action and say "Caribou can _____."

Have students take turns standing in the middle. Allow them to choose an animal.

2. Make books (individual or group) using patterns like the following:

e.g., a) What can run?
A caribou can run.
A wolf can run.
A fox can run.
I can run.

b) Caribou, caribou, what do you do?
I can run fast. Can you?

LESSON

A RIDE WITH MR. GRUMPY

As this lesson emphasizes language related to literature, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* Mr. Grumpy	* wolverine	* bellow
* skidoo	* muskox	
* qamutiik	* squabble	
* children	* chatter	
* squirrel	* whine	
* fox	* howl	
* wolf	* snarl	

English Sentence Patterns (* actually developed in this lesson)

* "Can I/we come with you?" asked the _____.
* "Yes, but don't _____," said _____.
* The _____ began to _____.

English Language Concepts (* actually developed in this lesson)

Use of quotation marks
Contractions (don't)

Special Materials Required

Outline figures
Big Book (teacher made)
Stencils

A RIDE WITH MR. GRUMPY

Based on the original Mr. Gumpy's Outing
John Burningham
Holt, Rinehart and Winston, 1971
Adapted by M. Gilmour

This is Mr. Grumpy.
Mr. Grumpy has a skidoo and a big qamutiik.
He decided to go for a ride.
"Can we come with you?" asked the children.
"Yes, but don't squabble," said Mr. Grumpy.
"Can I come with you?" asked the squirrel.
"Yes, but don't chatter," said Mr. Grumpy.
"Can I come with you?" asked the fox.
"Yes, but don't whine," said Mr. Grumpy.
"Can I come with you?" asked the wolf.
"Yes, but don't howl," said Mr. Grumpy.
"Can I come with you?" asked the wolverine.
"Yes, but don't snarl," said Mr. Grumpy.
"Can I come with you?" asked the muskox.
"Yes, but don't bellow," said Mr. Grumpy.
For a little while they all rode happily along.
Then...
The children began to squabble.
The squirrel began to chatter.
The fox began to whine.
The wolf began to howl.
The wolverine began to snarl.
The muskox began to bellow.
The qamutiik tipped over and they all fell into the snow.
"Hop back in," said Mr. Grumpy, "and we'll go to my house for tea."

Concept Development/Language Exposure

1. a) Tell the story using the outline figures.

   b) Introduce the characters one at a time. (Hang them on the clothesline as you say

   "This is the _____./These are the _____ .")

2. Retell the story stopping after each new character has been introduced.

   e.g., "Can we come with you?" asked the children.
   "Yes, but don't squabble," said Mr. Grumpy.

   Ask students questions and/or provide explanations of the vocabulary.

   e.g., Can you guess what the word 'squabble' means?
   Do you 'squabble' with your friends or your family sometimes?
   What other words mean the same as 'squabble'?
   etc.

3. Review the sounds/actions that each character does. Have students imitate these.

   e.g., Howl like a wolf
   Snarl like a wolverine
   Bellow like a muskox
   etc.

4. Tell the story again. Encourage the students to chime in with you and/or provide sound effects.

Language Practice

L 1. a) Provide each student with a stencil of the figures. Have students colour and cut out each figure. As you tell the story, have them place the appropriate figures on their tables.

   e.g., This is Mr. Grumpy. (Students place Mr. Grumpy on tables.) Mr. Grumpy has a skidoo and a big qamutiik. (Students place skidoo and qamutiik next to Mr. Grumpy.)

L b) Assign each student one of the characters and give them a picture card to wear. As the teacher tells the story, students stand up whenever they hear their characters mentioned.

L/S c) As you say the line "The _____ began to _____." have students make appropriate actions.

L/S 2. Oral cloze activity: Tell the story using visuals. Omit key words; have students provide these words:

Teacher: (points to Mr. Grumpy)
"This is _____."
Students: "Mr. Grumpy."

Teacher: "The wolf began to ____."
Students: "howl"

L/S 3. a) Divide students into two groups. One group will chant Mr. Grumpy's lines, the other will chant the children's/animals' lines. The teacher will act as narrator. You may wish to use props or the outline figures as you chant.

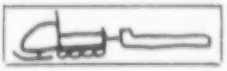
b) Have individual students act out the story using props (cardboard skidoo and qamutiik; masks) or stick puppets (glue figures from activity #1 on tongue depressors).

S 4. Have students chant the story as teacher places figures on the clothesline.

L/R 5. Make a Big Book of the story. Read the book with students. Encourage them to "read along" with you. Have them point out key words/phrases (e.g., Where does it say 'Mr. Grumpy'?).

S/R 6. a) Make sentence strips, word cards and picture cards for the story. Chant with students as you "build" the story in the pocket chart.

This is
Mr. Grumpy.


Mr. Grumpy
has a skidoo and a big qamutiik.

He decided to go for a ride.

"Can I come with you?"
asked the

"Yes, but don't
squabble,"
said Mr. Grumpy.

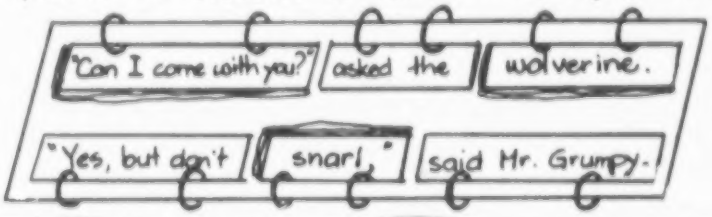
"Can I come with you?"
asked the

"Yes, but don't
chatter,"
said Mr. Grumpy.

etc.

Chant again as you point to the words.

b) Make flipbooks for students to use individually or in pairs.



Application

1. Have students work in groups to write their own versions of the story (They may change the mode of transportation, the types of animals, the name of Mr. Grumpy, etc.). Have them present their stories to the rest of the class in the form of a Big Book, T.V. story, etc.

2. Act out the story for other classes using props and costumes.

3. Talk about the sounds that other animals make (domestic as well as wild). Have students practice making the sounds. Write your own version of the poem I Talk by Magdalen Eichert.

5. Make synonym word wheels. Display them for future reference. (Students may add to them over the year.)

LESSON

OUT ON THE TUNDRA

As this lesson emphasizes language related to poetry, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* muskox
* siksik
* lemming
* caribou
* wolf
* hare
* fox
* socks
* shampoo
* broomstick
* hemming
* golf
* chicken pox

English Sentence Patterns (* actually developed in this lesson)

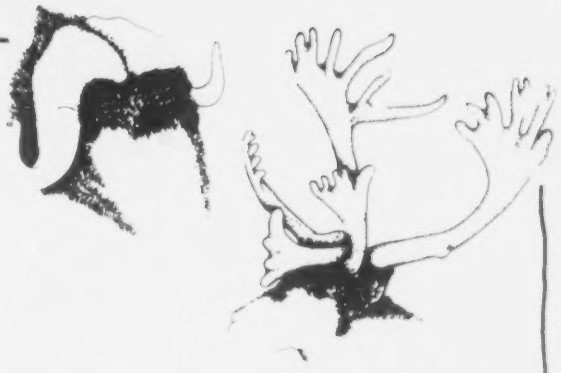
* Did you ever see a _____?

English Language Concepts (* actually developed in this lesson)

Rhyming words

Special Materials Required

Outline figures
Overhead projector and transparencies
Flipbook



OUT ON THE TUNDRA

(Tune: Down by the Bay)
Adapted by M. Gilmour

Out on the tundra
Where the lichen grow,
Back to my home
I dare not go,
For if I do
My momma will say:

1. Did you ever see a muskox
Wearing purple socks
Out on the tundra?

2. Did you ever see a caribou
Having a shampoo
Out on the tundra?

3. Did you ever see a siksik
Riding a broomstick (Who was lovesick)
Out on the tundra?

4. Did you ever see a lemming
Whose coat needed hemming
Out on the tundra?

5. Did you ever see a wolf
Playing a game of golf
Out on the tundra?

6. Did you ever see a hare
Flying in the air
Out on the tundra?

7. Did you ever see a fox
Who has the chicken pox
Out on the tundra?

Concept Development/Language Exposure

1. Sing the song to students. Expose each cartoon on the overhead projector as you sing the corresponding verse.

2. Sing the song again. Encourage students to join in as you sing the chorus.

Language Practice

L 1. Cross-over: Divide the class into two groups. Pin a cartoon to each student. (Several students will have the same cartoon.) Have one student stand in the centre between the groups. Teacher sings one verse of the song. The students wearing the appropriate cartoon should try to change places before the student in the centre reaches one of the spaces.

L/S 2. "Echo singing" with visuals.

e.g., Teacher: "Out on the tundra"
Students: "Out on the tundra"
Teacher: "Where the lichen grow"
Students: "Where the lichen grow"
etc.

L/S 3. Oral cloze: Teacher sings the song omitting key words/phrases. Students supply these words/phrases.

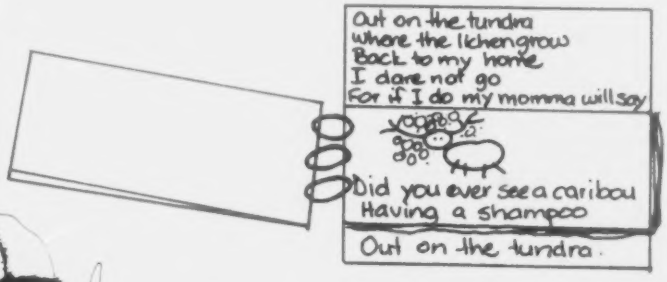
e.g., Teacher: "Did you ever see a muskox
Wearing _____."
Students: "purple socks."

L/S 4. Teacher sings introduction then shows one of the cartoons on the overhead. Students must sing the appropriate verse.

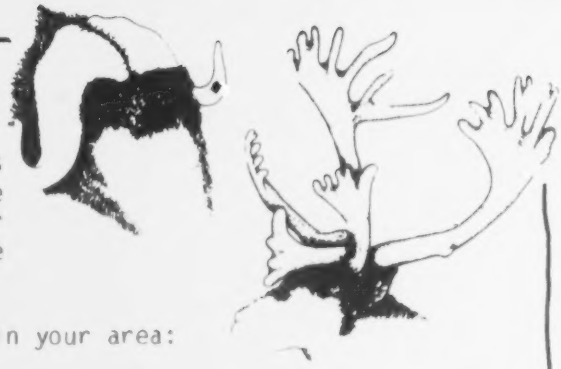
L 5. Place the figures along with a cassette tape of students singing the song in the Listening Centre.

S/R 6. Make individual books for students. Have them read along as they sing.

S/R 7. Make a large flipbook. Sing the song with students as you point to the words.


Out on the tundra
where the lichen grow
Back to my home
I dare not go
For if I do my momma will say
Did you ever see a caribou
Having a shampoo
Out on the tundra

Have students identify key words (tundra, momma, hare, flying, etc.)



Application

1. Brainstorm other animal names and words that rhyme with them. Have students use these ideas to make up new verses for the song. Add their verses to the flipbook.

2. Make up silly rhymes about the animals in your area:

   e.g., Does a bear curl its hair?
   Does a fox wear bright socks?

   Have students illustrate their rhymes and put them together to make books.

Science/Social Studies

*1. Match pictures of animals to pictures of their homes.
*2. Brainstorm the various types of homes in which people live.
*3. Invite a wildlife officer and/or trapper into your classroom. Discuss the ways in which we can help to care for animals' homes.
4. Discuss the ways in which various animals are adapted to survive in their environments. Discuss whether the animals could live in other places. (e.g., Could a caribou live in the ocean? Why not?)
5. Have students name animals that live in other areas. Ask them why these animals might have a difficult time living in your area. (e.g., Why would a crocodile have a hard time living in Coral Harbour?)

Teacher's Notes

These are possible activity ideas for this topic. They can be used in lessons you make up, as enrichment activities, or as learning centre activities. Most can be done in any language. Activities with an * are actually used in the sample lessons which follow. Spaces have been left for you to record your own activity ideas.

ACTIVITY IDEAS

TOPIC C: **ANIMAL HOMES**

Math

Language Arts

*1. Make up fingerplays about animals and their homes.
*2. Make up riddles describing the animals and where they live.
*3. Make books about the animals' homes.
A _____ lives _____.
4. Learn vocabulary which describes the various environments.

Music, Poems, Stories

* "Where Do You Live?"
* "A Wolf Lives in a Den"
  A House is a House For Me

Art

*1. Make a 3-D model showing the homes of various animals.
2. Make dioramas showing the animals in their habitats.
3. Have students cut out pictures of animals and mount them on sheets of paper. They can then colour in appropriate surroundings.

75

Physical Education/Movement

*1. Animal Tag.

88

Special Activities

1. Maze: Help the animals find their homes.

89

LESSON

WHERE DO YOU LIVE?

As this lesson emphasizes language related to poetry, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* ice floes	* city	* house
* hills	* town	* apartment
* den	* village	* tent
* hole		

English Sentence Patterns (* actually developed in this lesson)

* Do you live in a/the _____? No! No! No! A _____ lives _____.
* Where do you live? I live in a/the _____.
* Where does a _____ live? A _____ lives _____.

English Language Concepts (* actually developed in this lesson)

Special Materials Required

Outline figures of animals and their homes
Stencil of sentence strips and pictures

WHERE DO YOU LIVE?

Based on the original Where Do You Live?
Marlene and Robert McCracken
Leswing Press, 1973
Adapted by M. Gilmour

Do you live in a den?
No! No! No! A wolf lives in a den.

Do you live in a hole?
No! No! No! A hare lives in a hole.

Do you live on the ice floes?
No! No! No! A polar bear lives on the ice floes.

Do you live in the hills?
No! No! No! A muskox lives in the hills.

WHERE do you live?

Where DO you live?

Where do YOU live?

Concept Development/Language Exposure

1. Brainstorm the places where various animals live. (Use sentence pattern "Where does a _____ live?) Model students' responses using the pattern "A _____ lives _____."

2. a) Tell the story "Where Do You Live" using flannelboard or magnetboard figures.

   e.g., "Do you live in a den?" (Place den on board)
   No! No! No! (shake head) A wolf lives in a den. (Place wolf beside den.)
   etc.

   b) Brainstorm the various places/types of homes where people live (e.g., city, settlement, town, etc/house, apartment, tent, etc.). Model these examples using the sentence pattern "I live in a _____."

3. Make up finger rhymes like the following:

   A wolf lives in a den. (Make hole with fingers and thumb.)

   A hare lives in a hole. (Make hole with index finger and thumb.)

   A muskox lives in the hills. (Make 'wavy' motions with hands.)

   And I live in a house. (Touch fingertips with hands spread apart at bottom.)

   Recite them several times with appropriate actions before asking students to join in.

4. Sing the following song, placing the animals in the appropriate homes as they are mentioned.

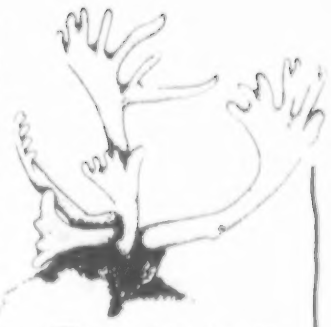
   (Tune: The Farmer in the Dell)

   Verse 1: A wolf lives in a den.
   A wolf lives in a den.
   Hi ho, the Arctic oh
   A wolf lives in a den.

   Verse 2: A muskox lives in the hills.
   Verse 3: A hare lives in a hole.
   Verse 4: A polar bear lives on the ice floes.

Language Practice

L 1. Flashlight drill: Tape pictures of the various homes around the room. Have students take turns shining a flashlight on the correct home as you call the word.



L 2. Pin animal pictures on some students and home pictures on others. Have all students join hands in a circle and walk around as you sing the song (CD#4). As you mention each animal and its home, the two students wearing those pictures must enter the circle and join hands.

L 3. Provide each student with a stencil of the various animals and homes to colour and cut out. Tell the story (CD#2) and have students hold up appropriate animals and homes as you mention them.

L 4. Make up riddles describing the animals and where they live. (Be sure to use vocabulary that students know.) Students can hold up the correct animal picture and/or call out its name.

e.g., I am big.
I am white.
I live on the ice floes.

L/S 5. a) Hold up picture of one of the animals and ask, "Where does a ____ live?" Students respond, "A _____ lives _____." and hold up a picture of the appropriate home.

b) Chain drill: Pass out animal pictures. Teacher begins by holding up picture and asking first student, "Where does a ____ live?" Student responds "A _____ lives _____," then holds up his/her picture and asks next student, "Where does a ___ live?"

c) Repeat a) and b) substituting "Where do you live?" and "I live in _____." and using pictures of peoples' homes.

L/S 6. Teacher asks questions from story (CD#2), "Do you live in _____?" Students chant together, "No! No! No! A _____ lives in _____." (After some practice, you may divide the class into two groups and have one ask the question and the other respond.)

S/R 7. a) Place sentence strips in the pocket chart as you chant the story. Substitute pictures for each new question/answer pair.

e.g., Do you live in ? substitute

No! No! No!

A lives in .

substitute

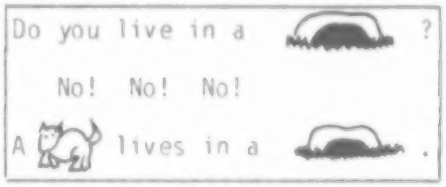
substitute

Have students point to words/phrases that you specify, e.g., "Show me where it says No! No! No!" Remove pictures. Have students take turns making new question/answer pairs and reading them to the rest of the class.

(Note: If you wish to substitute word cards for pictures, be sure to do several sight word activities first.)

S/R b) Write the story on a chart. Chant several times, pointing to the words and pictures.

e.g.,



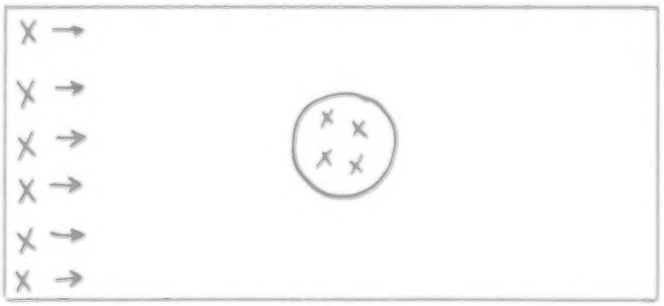
R c) Provide each student with a stencil. Have them cut and paste the sentence strips and pictures to reconstruct the story. Be sure that the chart is available for them to use as a model.

R/W 8. Provide students with a large sheet of drawing paper with the question "Where do you live?" written across the top. Have them draw a picture of their homes, then write or dictate a statement below (e.g., I live in _____.).

W 9. Have students use their animal and home cut-outs (from LP#3) to make a book. They may paste one animal and its home on each page and write or dictate a statement at the bottom (e.g., A _____ lives _____.).

Application

1. Animal Tag: Mark off an area in the centre gym with masking tape. This is the "den." Pin wolf pictures on three or four students and have them stand in the den. The other students line up on one side of the gym.



The "wolves" chant: "I am the wolf. I live in a den." The other students then chant, "Wolf, wolf come out of your den. Come and catch me," and try to run to the other side of the gym. The "wolves" must tag as many students as they can. Those tagged should go and sit in the "den."

Repeat the game, substituting the names of other animals and homes (e.g., "I am a muskox. I live in the hills.")

2. Make a 3-D model on a tabletop or in the sand table showing the homes of the various animals. Use tinfoil for lakes, blue crepe paper for rivers, etc. Make the animals from plasticene and place them in their homes.

Related Activities

1. Invite the wildlife officer and a trapper to visit your classroom to discuss the ways in which we can help to care for the animals' homes. Why is it important that we do care for animals' homes?

LESSON

THE ANIMALS' PICNIC

As this lesson emphasizes language related to poetry, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* seal/s
* lemming/s
* plants
* berries
* leaves
* meat
* rocks

etc.

* hungry
* thirsty

* bear/s
* muskox/muskoxen
* fox/es
* people

English Sentence Patterns (* actually developed in this lesson)

* What do _____ eat?
  _____ eat _____.
  _____ don't eat _____.
* Do _____ eat?
  Yes, they do.
  No, they don't. (exposure only)

English Language Concepts (* actually developed in this lesson)

Special Materials Required (See illustrations 4, 5, and 8 - 20)

Pictures of food/non-food items
Brown paper lunch bags/name labels
Food samples: plants, twigs, berries, lemming and seal (made from fur scraps)
Outline figures or puppets of the animals

THE ANIMALS' PICNIC

By S. Stewart and B. Britton

One day Fox, Bear, Muskox and Johnny decided to go for a picnic at the lake.
"Let's pack lunch," said Johnny "What do bears eat?"
"Bears eat seals," answered Bear.
So Johnny put some seal into a bag and wrote Bear's name on it.
(Teacher puts a seal into a lunch bag and labels it 'Bear'.)

"What do foxes eat?" asked Johnny.
"Foxes eat lemmings," replied Fox.
So Johnny put some lemmings into a bag and wrote Fox's name on it. (Teacher puts "lemmings" into a lunch bag and labels it 'Fox'.)

"What do Muskoxen eat?" asked Johnny
"Muskoxen eat plants," said Muskox.
So Johnny put some plants into a bag and wrote Muskox's name on it. (Teacher puts plants into a lunch bag and labels it 'Muskox.')

Off they went to the lake. They were very thirsty so they all drank some water from the lake. Then they were hungry. Johnny looked at the bags. "Oh, no!" he cried, "I forgot to bring one for me."

Then Johnny had an idea! He changed all the names on the bags. (Teacher changes the labels.)
Johnny handed a bag to Bear. "Here Bear."
Bear opened his bag and took out a lemming. "Yuck! Bears don't eat lemmings. Bears eat seals."

"Here Muskox," said Johnny as he handed a bag to Muskox.
Muskox opened his bag and took out a seal. "Yuck! Muskoxen don't eat seals. Muskoxen eat plants."

Johnny gave the last bag to Fox. "Here Fox."
Fox opened his bag and took out some plants. "Yuck! Foxes don't eat plants. Foxes eat lemmings."

"Well, well, well," said Johnny. "If you won't eat your lunches, then I will."

"Oh no you won't," said Bear. "We can trade. Foxes eat lemmings. Fox can have my bag."
Fox said, "Muskoxen eat plants. Muskox can have my bag."
Muskox said, "Bears eat seals. Bear can have my bag."

Everyone was happy again... everyone but Johnny.

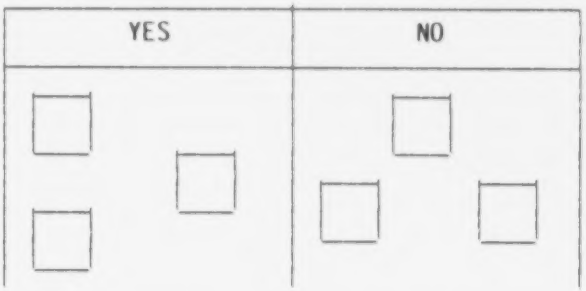
He sat down.
"Ouch!" he yelled. "What did I sit on?"
He looked down. He was sitting right in the middle of a berry bush.
"Mmmm," said Johnny. "People eat berries. Now I have a lunch too."

Concept Development/Language Exposure

1. Introduce food items to students by holding up pictures and naming them using sentence pattern "This is a _____." or "These are _____."

2. a) Carry on a conversation with the muskox puppet as you go through the pictures from CD#1. Classify the pictures in a pocket chart as you talk.

   e.g., Teacher: "Do muskoxen eat lichen?"
   Puppet: "Yes, they do." (Places picture in "YES" side.)
   Teacher: "Do muskoxen eat meat?"
   Puppet: "No, they don't!" (Places picture in "NO" side.)



   b) Ask Classroom Assistant or puppet: "What do muskoxen eat?" Have him/her point to each picture in the pocket chart and make a statement about it: "Muskoxen eat _____." or "Muskoxen don't eat _____."

   Repeat for fox and bear.

3. Tell the story "The Animals' Picnic" using outline figures or puppets and props (lunch bags, real plants, lemming and seal made with scraps of fur.)

Language Practice

L 1. Ask students questions about the foods eaten by the animals. If the answer is "yes" they give a thumbs up signal; if it is "no" they give a thumbs down signal. Allow them to refer to the charts from CD#2.

   e.g., "Do muskoxen eat lichen?" Students give thumbs up.
   "Do bears eat rocks?" Students give thumbs down.

L 2. a) Pin pictures of food/non-food items to students' chests. Pin the outline figures of the fox, bear and muskox to the backs of three students. Have students sit in a circle with the "animals" seated in the centre. Make a statement such as "Bears eat seals." The student wearing the seal picture jumps up and runs around the outside of the circle. The "bear" must try to tag him/her before s/he returns to his/her place in the circle.

L/S b) Arrange students as in the above activity. Ask the 'muskox', "What do muskoxen eat?" The 'muskox' must go and stand beside one of the 'foods' and make a statement, "Muskoxen eat _____ ."

L/S 3. Dramatize the story with students taking the parts of the animals and the teacher narrating the story.

S 4. a) Place pictures of animals face down in one pile and pictures of food/non-food items face down in another pile. Student draws one card from each pile and makes a statement about them.

e.g., "Foxes don't eat rocks."

Other students determine whether the statement is true or false.

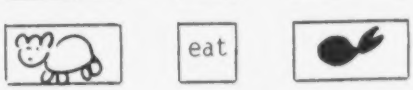
L/S 5. a) Chain drill: Teacher asks question of first student: 'What do _____ eat?" Student responds, then asks question of next student, etc.

b) Do same activity using the sentence pattern: "Do _____ eat _____?" Try to make up silly questions to make this more fun.

S/R 6. a) Place these word and picture cards in the pocket chart.

Point to each card as you read the question: "What do bears eat?" Have students respond. (Demonstrate how the statements look, then have students take turns coming up to build statements.)

e.g.,



etc.

S/R b) Make a false statement using the word/picture cards.

e.g.,

Ask students to tell you what it should say.

LESSON

BABY ANIMALS

As this lesson emphasizes language related to science concepts, you may wish to teach it during your Science period.

English Vocabulary (* actually developed in this lesson)

* bear
* muskox
* caribou
* wolf
* fox
* cub/cubs
* calf/calves
* pup/pups
* whelp/whelps

(Note: You may wish to include more names of young animals in this lesson if you feel your students can handle them.)

English Sentence Patterns (* actually developed in this lesson)

* A baby _____ is called a _____.
  Before I grew up I was called a _____.
  After I grew up I was called a _____.

English Language Concepts (* actually developed in this lesson)

Special Materials Required (See illustrations 8 - 20 and 21 - 26)

Pictures of adult and young muskox, caribou, fox, wolf, bear

Concept Development/Language Exposure

1. Explain that all animals reproduce. Some may have only one baby at a time, others may have many babies at one time. (Ask students to give examples.) Talk with students about the ways in which mother animals take care of their young. (e.g., Some animals stay with their mothers for several years.)

2. Introduce the names of the young animals using the pictures and sentence pattern.

Language Practice

L 1. Provide students with pictures of the adult and the baby animals to colour and cut out. Make statements using the sentence pattern. Students hold up the appropriate pair.

L 2. a) Flashlight drill: Tape pictures of baby animals around the room. Make statements using the pattern: "A baby _____ is called a _____." Students take turns shining a flashlight on the appropriate pictures.

S b) Teacher shines the flashlight on one of the pictures. Students must say an appropriate sentence.

S 3. Spin the bottle: Put pictures of baby animals into a hat. Students sit in a circle with the hat and a bottle in the middle. Teacher spins the bottle; the person it points to picks an animal from the hat and makes a statement about it: "A baby _____ is called a _____." If the statement is true, other students do a backward roll. If it is false they shake their heads.

S 4. Bingo: Make up Bingo cards with pictures of adult animals. Hold up a picture of one of the baby animals. Students cover the corresponding adult on their cards. The first student to make a straight line (horizontal, vertical or diagonal) is the winner. S/he must "read back" his/her sheet using the pattern: "A baby _____ is called a _____."

S/R 5. a) Place picture of one of the baby animals in the pocket chart. Have students make a statement about it. Write the statement on a sentence strip and place it in the pocket chart beside the picture. Repeat for the other animals.

A baby fox is called a whelp.

Chant with students as you point to the words. Have students identify specified words. (e.g., Where does it say 'calf?")

L/R b) Remove the sentence strips and pictures from the chart. Make a statement. Have one student place the appropriate picture in the chart and another place the appropriate sentence strip beside the picture.

R c) Cut sentence strips up and mix them together on the floor. Have students put them back together.

A baby bear is called	a cub
A baby muskox is called	a calf
A baby caribou is called	a calf
A baby fox is called	a whelp
A baby wolf is called	a pup

(Make several sets of sentence strips and have students work in small groups to do this activity.)

(This activity may be done on a stencil as well.)

R 6. Make a TRUE/FALSE stencil for students to work on individually or in pairs.

e.g., A baby muskox is called a calf.
A baby wolf is called a kitten.
A baby caribou is called a pup.
A baby fox is called a whelp.
etc.

W 7. Have students paste their baby animal pictures on sheets of paper and write appropriate sentences below the pictures. Bind pages together to make books.

Application

1. Learn the names of other baby animals. Make a Big Book.

e.g., duck - duckling
goose - gosling
frog - tadpole/polliwog
etc.

hare - leveret
bear - cub
eagle - eaglet

You may also wish to include domestic animals.

e.g., pig - piglet
horse - foal
cow - calf
sheep - lamb
chicken - chick
cat - kitten
dog - puppy

etc.

2. Snap: Paste pictures of adult and baby animals on cards. Distribute cards evenly to two students. Each turns a card face up at the same time. If the animals displayed are the same (i.e., same type of animal) students say "Snap." The first to say it takes all of the face up cards.

LESSON

OH WHERE, OH WHERE HAS MY LITTLE CALF GONE?

As this lessons emphasizes language related to literature, you may wish to teach it during your Language Arts period.

English Vocabulary (* actually developed in this lesson)

* caribou
* fox
* wolf
* muskox
* lemming
* calf
* whelp
* pup

English Sentence Patterns (* actually developed in this lesson)

* Do you have my _____?
* Yes, I do have your _____.
* No, I don't have your _____.

English Language Concepts (* actually developed in this lesson)

Special Materials Required (See illustrations 8 - 20 and 21 - 26)

Outline figures of adult and young animals

OH WHERE, OH WHERE HAS MY LITTLE CALF GONE?

By S. Stewart, M. Gilmour, C. McGregor

Mother Caribou was near the river eating lichen. Her calf was wandering around looking for tasty willows. When Mother Caribou looked around, her calf was gone. She couldn't see him anywhere.

"Oh where has my little calf gone?" she cried, "I've lost my baby caribou."

She started to walk along the river. She looked everywhere for her calf. As she walked she sang, "Oh where, oh where has my little calf gone? Oh where, oh where can he be? With his ears so long and his tail so short, oh where, oh where can he be?" Soon she met Mother Fox and her baby foxes.

"Do you have my calf?" she asked.

"No, I don't have your calf," said Mother Fox. "I have only my babies. See - twelve whelps."

Mother Caribou counted, "1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 fox whelps and no caribou calf. Oh where has my little calf gone?"

Mother Caribou walked on. She looked everywhere for her calf. As she walked she sang, "Oh where, oh where has my little calf gone? Oh where, oh where can he be? With his ears so long and his tail so short, oh where, oh where can he be?" Soon she met Mother Muskox and her baby muskox.

"Do you have my calf?" she asked.

"No, I don't have your calf," said Mother Muskox. "I have only my own baby. See - one calf."

Mother Caribou counted, "1 muskox calf and no caribou calf. Oh where has my little calf gone?"

Mother Caribou walked on. She looked everywhere for her calf. As she walked she sang, "Oh where, oh where has my little calf gone? Oh where, oh where can he be? With his ears so long and his tail so short, oh where, oh where can he be?" Soon she met Mother Wolf and her baby wolves.

"Do you have my calf?" she asked.

"No, I don't have your calf," said Mother Wolf. "I have only my babies. See - five pups."

Mother Caribou counted, "1, 2, 3, 4, 5 wolf pups and no caribou calf. Oh where has my little calf gone?"

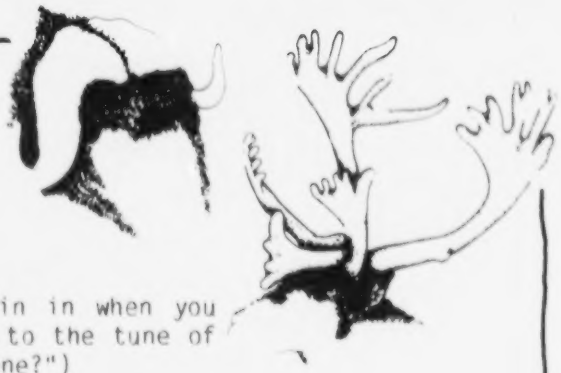
Mother Caribou walked on. She looked everywhere for her calf. As she walked she sang, "Oh where, oh where has my little calf gone? Oh where, oh where can he be? With his ears so long and his tail so short, oh where, oh where can he be?" Soon she met Mother Lemming and her baby lemmings.

"Do you have my calf?" she asked.

"No, I don't have your calf," said Mother Lemming. "But I saw him down by the river. I will show you." Mother Lemming ran away across the land. Mother Caribou followed. Soon she saw Baby Caribou.

"Oh there you are," said the happy Mother Caribou. "I've been looking everywhere for you."

"You silly Mommy Caribou," said Baby Caribou. "I've been here all the time. I've been looking for you!"



Concept Development/Language Exposure

1. Tell the story using visuals (magnetboard, flannelboard, etc.)

2. Review the names of the baby animals.

3. Retell the story. Ask students to join in when you sing, "Oh where, oh where ..." (Sing to the tune of "Oh Where, Oh Where Has My Little Dog Gone?")

Language Practice

L 1. Who said it?: Provide students with pictures of the mother animals to colour and cut out. As teacher repeats lines from the story, students hold up the appropriate animal.

e.g., "No, I don't have your calf. I have only my own babies. See - twelve whelps."

(Students hold up fox.)

L 2. Have students act out the story as you tell it.

S 3. Seat students in a circle. One students, Mother Caribou, sits in the centre of the circle with her eyes closed while teacher passes a cut-out of Baby Caribou to one of the students. Mother Caribou may ask three students, "Do you have my calf?" They must answer either, "No, I don't have your calf." or "Yes, I do have your calf." If the student holding Baby Caribou is identified, s/he becomes Mother Caribou.

Application

1. Choose four students to be the adult animals (fox, wolf, caribou, muskox). Hang pictures of the animals (or a label) around their necks.

e.g.,

Have them stand outside the room as you label the other students as the various baby animals. (Hide the labels so that they are not visible.)

e.g.,

Have the 'baby animals' hide and bring the 'adults' back into the room. The 'adults' must try to find all of their 'babies.'

2. Maze: Help the mothers find their babies.

LESSON
WE USE ANIMALS

As this lesson emphasizes language related to social studies concepts, you may wish to teach it during your Social Studies period.

English Vocabulary (* actually developed in this lesson)

* names of local animals
* trap
* hunt
* fur
* meat
* antlers
* bones
* hides

English Sentence Patterns (* actually developed in this lesson)

We _____ _____ to get _____.

hunt	names		fur
trap	of		meat
shoot	animals		antlers
etc.			bones
			hides

English Language Concepts (* actually developed in this lesson)

Special Materials Required (See illustrations 8 - 20 and 41 - 45)

Pictures of land animals
Pictures of hunting equipment
Pictures of animal products

Concept Development/Language Exposure

1. Brainstorm words with students that:

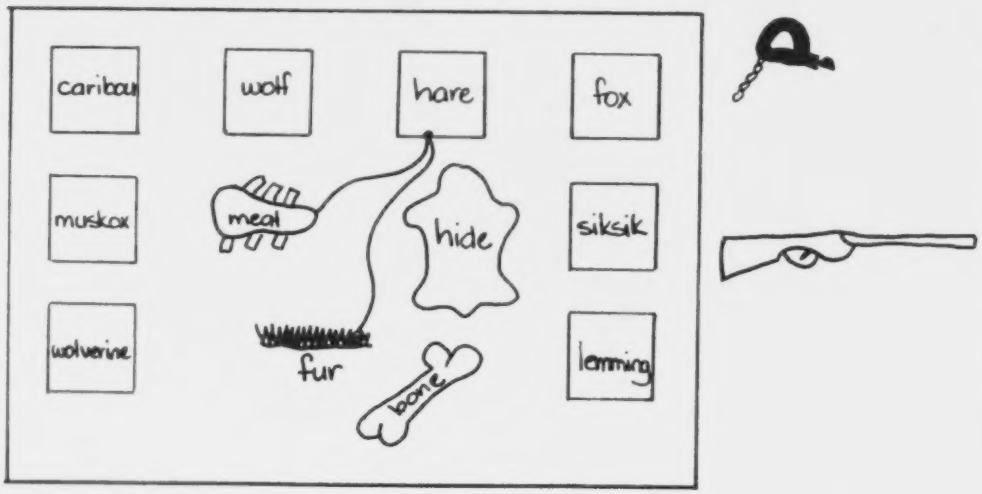
   a) describe the ways in which we "catch" the various animals.

      e.g., trap, shoot, etc.

   b) describe the things that we get from animals.

      e.g., hides, fur, meat, antlers, bones, etc.

2. a) Make a list of the land animals that live in your area. Pin a large picture of each animal on the borders of a bulletin board. Have students draw pictures of the things we get from animals and pin these in the centre. Show which things come from which animals by connecting the two with yarn. Place pictures of traps, rifles, etc. on the sides.



   b) Point to one of the animals. Ask students how this animal is usually killed. Model statements using the sentence pattern. (Point to pictures on the bulletin board.)

      e.g., We trap fox to get fur.

Language Practice

L 1. Make statements using the sentence pattern. If the statement is true, students clap their hands; if it is false, they stamp their feet.

      e.g., We trap muskoxen to get fur. (F)
      We shoot caribou to get meat. (T)

L 2. a) Provide students with a stencil showing various animals, hunting equipment and animal products. Have them colour and cut out the pictures. As you make statements, they should assemble the corresponding pictures on their tables.

e.g., "We trap fox to get fur."

S b) Teacher assembles pictures on a magnetboard and asks students to make statements. (Have them respond as a group first, then individually.)

L/S 3. Substitution drill:

e.g., Teacher: "We trap fox to get fur. Wolf."
Students: "We trap wolf to get fur."

or

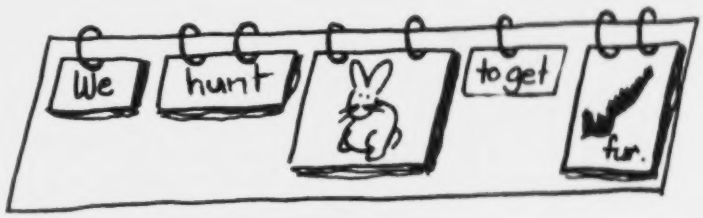
Teacher: "We shoot caribou to get meat. Hides."
Students: "We shoot caribou to get hides."

L/S 4. Gossip: Whisper a statement in the first student's ear. S/he repeats the statement to the next student, and so on. The last student repeats the statement aloud.

R 5. Introduce the words "trap," "hunt," and "shoot" using flashcards: match the cards to pictures; have one student pick a card and mime an appropriate action; write the words on a sentence strip with no spaces between the words, have students cut into words.

e.g. huntshoottrapshoottraphunttrapshoot

R 6. Make a flipbook.



Make sentences (or let students make sentences) and read them together. Students decide if the statements are true or false.

Application

1. Have students make up riddles about the various animals.

   e.g., We shoot this animal.
   We shoot it to get meat and fur.
   It has long ears.
   What is it? (hare)

CULMINATING ACTIVITIES

1. Bulletin Board

Make a scene which is familiar to your class (tundra, ice floes, pond, etc.) Have the class think of animals that might live in the area. Have students draw pictures of these animals, cut them out and mount them on the bulletin board. Discuss the needs of these animals, the foods they eat, the amount of space they need, which animals live in pairs or groups, etc.

2. Fantasy Animals

Have students draw pictures of imaginary creatures. They should then give their creatures names, tell how they move, what they eat, where they live, etc. This information may then be dictated to the teacher, then copied by the students and displayed next to the pictures.

3. Animal Game

Divide the class into two teams. Each team chooses an animal and then thinks up five riddle clues for that animal. The clues should get progressively easier.

Have the teams face each other across a line. Five meters behind each team make another line, which will be that team's home base.

Team A's Home Base

A A A A A A A A

B B B B B B B B

Team B's Home Base

The teams take turns giving clues. If the guess is wrong nothing happens. If the answer given is right, the answering team tries to catch the questioning team before they reach their home base.

e.g., Team A: I live on the tundra.
Team B: Are you a caribou?
Team A: No. People trap me for my fur.
Team B: Are you a hare?
Team A: No. I am white.
Team B: Are you an arctic fox?
Team A: Yes.

Team A runs toward home base with Team B in pursuit.

4. What Animal Am I?

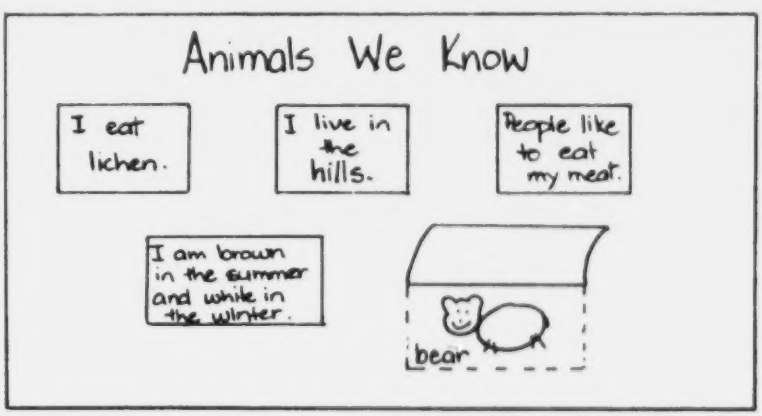
Pin a picture of an animal on the back of one of the students. Do not let him/her see the picture. Have him/her turn around so that the other students can see the animal. The student then asks questions to discover his/her identity. The other students can answer only "yes," "no," and "maybe."

5. Brainstorm words that begin with the first letter of an animal's name. Write triplets that use these words.

e.g.,	Muskoxen	Caribou	Hares
	Munch	Cavort	Hop
	Messily	Crazily	Happily

Have students illustrate. Compile a class book.

6. Make a bulletin board with the heading Animals We Know. Below the heading, fasten a series of paper flaps. On the top of each flap write a statement that describes a certain animal. Paste pictures of the animals and their names under the appropriate flaps.


Animals We Know
I eat lichen.
I live in the hills.
People like to eat my meat.
I am brown in the summer and white in the winter.
bear

7. Write limericks about the animals in your area.

e.g., A caribou from Baker Lake
Started to shiver and shake
When a hunter he spied
He fell down and died
So now he's a caribou steak.

EVALUATION ACTIVITIES

It is important to assess what your students have learned during this unit. The following activities evaluate language and concepts.

You can do them orally (in small groups or with individuals) to test listening and speaking or on paper to test reading and writing. These are only suggestions; you can substitute different content or vocabulary items to make them more appropriate for your students. You probably will want to include many other activities as well.

1. Tell or give the students four or five words or phrases. Have them indicate which do not belong.

   living things: caribou house mountain dog
   caribou: pointed antlers brown fur small ears long tails

2. Tell or give the students sentence beginnings to match to sentence endings.

A muskox lives on	hares.
Foxes eat	a whelp.
A baby fox is called	the tundra.

3. Tell or give the students the beginning of a sentence and a number of possible sentence endings. They indicate which sentence endings are appropriate for the sentence beginning.

Living things can	drink.
	eat.
	have babies.
	talk.
	die.
All animals have	antlers.
	fur.
	ears.
	long tails.
	sharp teeth.

4. Tell or give the students a description of several animals. They have to indicate which animal each description fits.

   - It has big antlers. It has long legs. It eats moss. _____
   - It is dark brown and black. It has sharp teeth. It has warm fur. It moves fast. It has a bad temper. _____

5. Tell or give students a simple story about several animals. Deliberately make some mistakes in the story. Students try to catch your mistakes and correct them.

6. Give the students pictures of animals from the unit. They identify each, label as many parts as they can and write or tell about what they eats, where they live, etc.

WALKING ON THE TUNDRA

Based on the original Walking Through the Jungle
Impressions (Reading Series)
Holt, Rinehart and Winston
of Canada Limited
Adapted by M. Gilmour and C. McGregor

Walking on the tundra,
What did I see?
A polar bear growling
At me, me, me!

Walking on the tundra,
What did I see?
An Arctic fox whining
At me, me, me!

Walking on the tundra,
What did I see?
A siksik chattering
At me, me, me!

Walking on the tundra,
What did I see?
A muskox snorting
At me, me, me!

JUMP OR JIGGLE
by Evelyn Beyer

Frogs jump
Caterpillars hump

Worms wiggle
Bugs jiggle

Rabbits hop
Horses clop

Snakes slide
Seagulls glide

Mice creep
Deer leap

Puppies bounce
Kittens pounce

Lions stalk-
But-
I walk!

(Adapt this poem using animals with which your students are familiar.)

"Jump or Jiggle" by Evelyn Beyer from: Another Here and Now Storybook, Lucy Sprague Mitchell. Copyright 1937 E.P. Dutton, renewed 1965 by Lucy Sprague Mitchell. Reprinted by permission of the publisher, E.P. Dutton, a division of New American Library.

A HOUSE IS A HOUSE FOR ME

by Mary Ann Hoberman
Penguin Books, 1978

A hill is a house for an ant, an ant.
A hive is a house for a bee.
A hole is a house for a mole or a mouse
And a house is a house for me!

A web is a house for a spider.
A bird builds its nest in a tree.
There is nothing so snug as a bug in a rug
And a house is a house for me!

A coop? That's a house for a chicken.
A sty? That's a house for a sow.
A fold? That's where sheep all gather to sleep.
A barn? That's a house for a cow.
(It is also, of course, a house for a horse.)

A kennel's a house for a dog, a dog.
A dog is a house for a flea.
But when a dog strays, a flea sometimes stays
And then it may move onto me!

Houses for rabbits are hutches.
A house for a mule is a shed.
A castle's a house for a duchess.
A bedbug beds down in a bed.

Mosquitoes like mudholes or puddles.
Whales need an ocean or sea.
A fish or a snake may make do with a lake
But a house is a house for me!

A shell is a dwelling for shellfish:
For oysters and lobsters and clams.
Each snail has a shell and a turtle as well
But not any lions or lambs.
Lions live out in the open.
Monkeys live up in a tree.
Hippos live down in a river.
Now what do you know about me?

from: A House is a House For Me by Mary Ann Hoberman. Copyright 1978 by Mary Ann Hoberman. Reprinted by permission of Viking Penguin Inc.

A-HUNTING WE WILL GO

(Source Unknown)

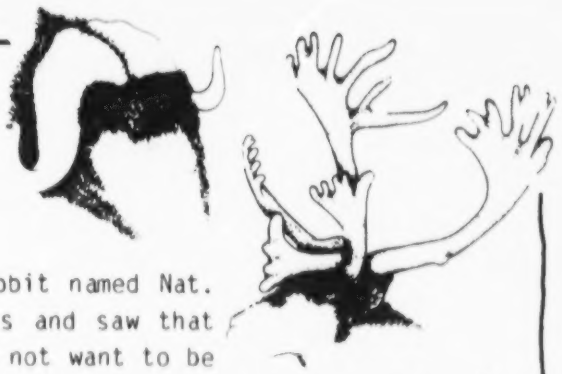
Oh, a-hunting we will go,
a-hunting we will go,

1. We'll catch a little fox
   And put him in a box
   And never let him go.

2. We'll catch a little hare
   And sit him on a chair
   And never let him go.

3. We'll catch a polar bear
   And shave off all his hair
   And never let him go.

4. We'll catch a shaggy muskox
   And take him out for walks
   And never let him go.



A RABBIT NAMED NAT
Anonymous tale
(Source Unknown)
Adapted by Leslie V. Morrow

Once upon a time there was a little gray rabbit named Nat. He looked around at his brothers and sisters and saw that they were all the same color, gray. Nat did not want to be the same color as his brothers and sisters. He didn't want to be gray. He wanted to be a different color.

So he said:

I'm a rabbit named Nat and I'm funny and fat.
I can change my color (snap fingers) just like that!

Suddenly he was blue.

Blue like the sky, blue like the tie.
Blue like the hat, blue like the mat.

He went to the pond to look at himself in the water and SPLASH, he fell in. He couldn't swim so he called for help, but nobody could see him because he was the same color as the water. Luckily, a green turtle swam by and helped Nat out. Nat didn't want to be gray like his brothers and sisters. He didn't want to be blue like the water. He wanted to be a different color.

So he said:

I'm a rabbit named Nat and I'm funny and fat.
I can change my color (snap fingers) just like that!

Suddenly he was green.

Green like the grass, green like the glass.
Green like the pea, green like the tree.

He went to a sunny green field where all of his friends were playing. He wanted to play with them too, but they couldn't see him because he was the same color as the field. Nat didn't want to be gray like his brothers and sisters. He didn't want to be blue like the water. He didn't want to be green like the field. He wanted to be a different color.

So he said:

I'm a rabbit named Nat and I'm funny and fat.
I can change my color (snap fingers) just like that!

Suddenly he was yellow.

Yellow like the corn, yellow like the horn.
Yellow like the hay, or a sunny day.

He went to the jungle where he saw a yellow lion that roared at him. The lion didn't want Nat to be the same color as he was. Nat hid behind a bush until the lion went away. He didn't want to be gray like his brothers and sisters. He didn't want to be blue like the water. He didn't want to be green like the field. He didn't want to be yellow like the lion. He wanted to be a different color.

So he said:

I'm a rabbit named Nat and I'm funny and fat.
I can change my color (snap fingers) just like that!

Suddenly he was orange.

Orange like the carrot, orange like the parrot.
Orange like the shirt, orange like the skirt.

Nat crawled out from behind the bush and met an orange tiger. The tiger growled at him and frightened the little rabbit again. Nat didn't want to be different anymore. He didn't want to be orange like the tiger. He didn't want to be yellow like the lion. He didn't want to be green like the field. He didn't want to be blue like the water. He <u>did</u> want to be gray like his brothers and sisters. Nat went back to his brothers and sisters. He hopped up and down and said,

"It's so nice to be myself again!"

Science/Social Studies	Teacher's Notes
*1. Talk about the number of young each animal produces at one time, the ways in which adults take care of the young, when young are born, etc. *2. Learn the names of young animals.	These are possible activity ideas for this topic. They can be used in lessons you make up, as enrichment activities, or as learning centre activities. Most can be done in any language. Activities with an * are actually used in the sample lessons which follow. Spaces have been left for you to record your own activity ideas.

ACTIVITY IDEAS

TOPIC E: **LIFE CYCLE**

Math	Language Arts
1. Look at pictures of animals with their young. Count the number of animals in each animal family.	*1. Make books about baby animals using the frame sentence: A baby _____ is called a _____.

Music, Poems, Stories

* "Oh, A-Hunting We Will Go"

Art

1. Make murals showing the ways in which we use animals.

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Physical Education/Movement

Special Activities

1. Design posters that illustrate ways in which we depend on animals. Have a poster contest.

Science/Social Studies

*1. Set up a display (pictures/real objects) of things that we get from animals. How are these animals usually killed?
2. Invite a wildlife officer to discuss the ways in which we can help to preserve the animals for future generations. How do game regulations help to protect animals?
3. What things do we get from domestic animals? Make a bulletin board. (e.g., cow - milk, butter, beef, leather, etc.)

Teacher's Notes

These are possible activity ideas for this topic. They can be used in lessons you make up, as enrichment activities, or as learning centre activities. Most can be done in any language. Activities with an * are actually used in the sample lessons which follow. Spaces have been left for you to record your own activity ideas.

ACTIVITY IDEAS

TOPIC F: **PEOPLE AND LAND ANIMALS**

Math

Language Arts

1. How would your life be different if there were no animals? Brainstorm ideas with students. Write stories using these ideas.

Science/Social Studies

*1. Sort pictures of food items eaten/not eaten by the various animals.
*2. Compare the foods eaten by animals and people. Do we eat some of the same things?
3. Talk about animals that eat only plants (herbivores), animals that eat only other animals (carnivores), and animals that eat both plants and animals (omnivores).
4. Discuss simple food chains. Students may illustrate these:
e.g., lichen -> caribou -> man

Teacher's Notes

These are possible activity ideas for this topic. They can be used in lessons you make up, as enrichment activities, or as learning centre activities. Most can be done in any language. Activities with an * are actually used in the sample lessons which follow. Spaces have been left for you to record your own activity ideas.

ACTIVITY IDEAS

TOPIC D: **FOOD**

Math

Language Arts

*1. Divide class into groups. Each group chooses an animal and does research to determine the foods it eats. The group presents this information to the class in the form of a Big Book, T.V. Story, mural, etc.
2. Write your own northern animal versions of The Very Hungry Caterpillar by Eric Carle.
*3. Make up a menu for an animal restaurant.

Music, Poems, Stories

* The Animals' Picnic

Art

*1. Make large outlines of the animals on mural paper. Have students draw pictures of foods that animals eat and paste them unto the appropriate animals.
2. Make mubiles showing the foods eaten by each animal.

Physical Education/Movement

1. Food chain game: Students form a circle. Teacher stands inside the circle with a ball of string and asks someone to name a plant that grows in the area. That person hold the end of the string. Teacher then asks someone to name an animal that might eat the plant named. The ball of string is tossed to this person. Now ask for another animal that might eat the first animal. Continue connecting the students with string as their relationships emerge.
2. Dramatize The Animals' Picnic.

Special Activities

Music, Poems, Stories

* Oh Where, Oh Where Has My Little Calf Gone?

Art

*1. Make a maze: Help the mother animals find their babies.

Physical Education/Movement

*1. Game: "Find the baby animals."

Special Activities

1. Learn the Native language terms for the male, female and young animals.
*2. Animal Bingo.
*3. Animal Snap.